BITS,BYTES&PIXELS

LIMA 99/4A USERS GROUP

October 1994 Volume 10, #10

CONVERTING TI DISKS SO THEY RUN ON A PC WITH ED SWARTZ'S "TI EMULATOR!" SOFTWARE

by Charles Good
Lima Ohio User Group

You need an IBM compatible 286 or higher PC computer with a cable running from a COM port of the PC to the RS232 port of a 99/4A. Such cables can be custom made by L.L. Conner Enterprise. On the 99/4A you will run the transfer software you get in the mail after sending in your registration fee for the TI Emulator! On the PC you will need the Windows "Terminal" accessory program that comes bundled with Windows.

On the PC:

Launch Windows.

Open the "Accessories" window.

Double click on the "Terminal" icon to start the terminal program.

Move the pointer to "Settings" at the top of the screen and click to pull down a menu.

Click on "Communications" from the "Settings" menu.

From the "Communications" window select COM1 or COM2 (whichever com port your TI-to-PC cable is connected to) and Baud 1200. You can use Baud 9600, but I sometimes get errors at this speed.

Click on Data bits 7, Parity None, and then click on OK.

Move the pointer to "Transfers" at the top of the screen and click to pull down the "Transfers" menu.

Click on "Receive Text File"

Select a file name and directory. I use c:\windows\bootlog.txt for my file name and directory.

Click on OK.

Answer YES to the "Do you want to replace existing file?" prompt.

On the 99/4A:

Insert the EA module and the transfer software disk in DSK1.

Put the disk of software you want to transfer to the PC in DSK2.

Start the 99/4A, select 2- editor/assembler, and 5- Run Program File.

Use DSK1.TRANSA0 as the file name.

The destination name is RS232.PA=N.8A=1200

The source drive is 2.

Press <enter> to transfer all the files on the disk and watch the data scroll across the PC screen. At 1200 baud, an almost full DSSD TI disk takes about 20 minutes to transfer.

On the PC:

When new data ceases appearing on the PC screen and when the TI screen indicates transfer is completed click on STOP at bottom left of PC screen.

Close Terminal window.

Exit Windows.

CD to the directory where your TI Emulator! files reside. I use c:\994A as my directory name.

Run ASC2BIN using the format ASC2BIN (destination subdirectory) (source file). For example, type "ASC2BIN c:\99/4A\games1 c:\windows\bootlog.txt" and press <enter> to convert all the files on the disk you just transfered temporarily to bootlog.txt into a group of files in the subdirectory "games1". These files can now be run usin TI Emulator! just as if they were TI files on a TI disk being run with a 99/4A.

DONE

NEWSLETTER EDITOR AND FORMATTER

software by Bill Gaskill
described here by Charles Good
both of the Lima Ohio User Group

The three one page articles that follow were written and printed using Bill Gaskill's shareware program NEWSLETTER EDITOR AND FORMATTER. A picture is worth a thousand words, and these articles give you a good idea of the printed output from this program printed with a Star SG10 printer. Each page was printed in a single pass. The text can either be entered directly into NEF and saved from there to a disk file, or imported from a DV80 TI Writer type of file. NEF will print the text in two columns, optionally right justify, and optionally print double strike any text lines you designate. NEF will also optionally let you put a centered enlarged double strike header at the top of the page and your choice of page numbers at the bottom of the page.

NEWSLETTER EDITOR AND FORMATTER is not as fancy as some similar products. You don't get a choice of fonts (for example it doesn't use a printer's "condensed" font, which is how the Lima newsletter is usually printed) and you can't mix graphics and text. It is easy to use. It's written in extended basic with call links to Brad Snyder's 40 column assembly routines. The same software lets you both edit and print in double column format as shown. NES v1.1 is on disk 1006A of the Lima software library. Bill Gaskill asks a $15 shareware donation which includes a royalty to Brad Snyder for his 40 column routines.

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LOOKING BACK by Bill Gaskill

MODULES WE NEVER SAW

We'll never know the great software that might have been produced for the 99/4A and 99/8 had TI decided to stay in the home computer market. I have little doubt there would be many powerful applications available to us that would at least as good as those that are available to the Commodore 64 and 128 owners. Most would probably be better, since we had a better machine to start with.

Even without that conjecture though, we know that several programs were in the advanced planning and production stages that were not released after TI's announcement. Major software companies like Imagic, Walt Disney and even TI had game and education modules planned for the 99/4A that we never saw. We know that they were planned because working copies of the code exist. Several of the programs were all but complete and had such extensive code that they can be run out of one of the Gram devices like Gram Kracker. Here's a list of the programs that I have actually seen up and running.

WINGWARS:

Imagic-a fantasy type adventure with superb graphics along the line of Super Demon Attack. You are the central character in the adventure and you fly around the caves, caverns and battlefields on your winged horse, spitting out some type of fireball from the horse's mouth to defend yourself.

E.T. and HIS ADVENTURE AT SEA:

Looking Glass- an educational game that uses a map of the world (which has superb detail) as a base. You must pilot your boat, in which E.T. is a passenger, around the world, trying to get him to the secret landing site where a spaceship will come to take him home. All the while there is lightning, typhoons and other hazards that you must avoid.

MOUSE ATTACK:

Don Fitchorn and Sierra On-Line- a MunchMan type game where you steer through a maze leaving a marked trail that must cover all the corridors, while you try to avoid being eaten by the vicious mice. Nice graphics but the theme is a little worn.

VONDRAKES MOLECULAR MISSION:

Walt Disney Studios- one of the neatest educational games I have EVER seen. It has to be geared at the teen to adult age group though, because it teaches you, in a most entertaining fashion, chemical formulas for basic compounds and the like. It doesn't appear to be something that my 10 year old could conquer though.

PLANT GENETICS:

Texas Instruments- This one is not a game module. It is strictly for educational use. It is copyrighted 1984 by Texas Instruments, so I guess that's why it never came to market. WHAT A SHAME! Although it is mostly text, the program is just SUPERB!!! It is like going through the encyclopedia for information on the topic, only its all here in one place, instead of having to do the research on it. If we could only convince TI to go back and make modules like this one again. Before seeing it in the flesh, I had never even heard of this program. If this is a sample of what TI had in the works for future educational stuff then we really lost out when the 99/4A was orphaned. The program contains three different levels of learning on the topic and it covers them in a simple, understandable manner. I learned more about heredity, dominant and recessive traits, phenotypes and genotypes in the few minutes that I spent with the program than all of the years I spent in school and college. Neat program!

LOOKING BACK INTO TI-99/4A HISTORY

THE CORCOMP 99/64 COMPUTER

If ever a rumor was started and then bought into "whole-hog" by a computer community, it was the 99/64 computer that California-based Corcomp Inc. was supposed to be building in 1984.

The 99/64, code named "Phoenix", was never actually produced and in fact never even had a prototype model made that I am aware of. Research indicates that it really was never anything more than an "idea", that somehow became rumor and then grew to such a state of hype that people began to believe it to be fact.

It appears that Corcomp must accept some blame for this, since they apparently did not make much of an effort to set the record straight and in fact appear to have even added to the rumor to some degree.

In the March 1984 issue of Home Computer Compendium (MICROpendium) on page 8, one can even find a list of vendors that intended to distribute the non-existent computer. More than a few articles appeared that told of its power and the built-in features it would offer over the existing 99/4A unit.

The rumor appears to have begun in early 1984, just after the "bailout" by TI, with articles in the National 99er Newsletter out of Bakersfield, Ca. and in Home Computer Compendium. Needless to say, many User Groups picked up on the information in the two "major" 4A information sources and passed it along. Lacking any inside track to be able to verify the existence of it, even the most noteable of TI personalities were duped into believing the "Phoenix" actually existed. Barry Traver, in Genial Traveler V2N6 even talks of his gullability and "wanting" to believe that the rumor was true.

The truth of the matter began to surface in April 1984 when Corcomp failed to deliver the new computer. Things went down hill from there until users finally accepted the fact that the "Phoenix" was never going to become a reality.

THE INTERNATIONAL 99/4 USER GROUP

The International 99/4 User Group was formed in September 1980 by Charles LaFara, in Bethany, Okla. Although it was not an actual Users Group by the definition used today, the IUG did provide the fledgling 99/4 community with an excellent source of information and products about and for their computers. The Software Exchange Library was one the most extensive in existence at the time, containing some 2000 basic and extended basic programs, with a few assembly language programs too. The library for the IUG was managed by the late Dr. Guy Steffen-Romano.

Membership in the IUG was offered at $12 per year for Regular status or $50 per year for the President's Club status. A Regular membership included discounted prices on all TI products, plus catalogs, newsletters and call-in information and referral services. Exchange Library use and new product bulletins were also included.

President's Club membership gave the user all of the above privileges and added discounts on 99/4 products. As an example, the Extended Basic module sold for $99.95 at retail dealers. Regular IUG members could purchase it for $80.00. President's Club members got it for $71.65.

The IUG lasted from September 1980 until May 1985 when LaFara filed for bankruptcy. At the height of its glory the IUG claimed over 50,000 members and even published a great magazine named Enthusiast 99.

Enthusiast 99 issues were published for May 1983 (V1N1), Jul 1983 (V1N2), Sep 1983 (V1N3), Nov 1983 (V1N4), Jan 1984 (V2N1), Mar 1984 (V2N2) and May/Jun 1984 (V2N3).

LOOKING BACK INTO TI-99/4A HISTORY

TI-99/7 COMPUTER:

Mr. Richard Tarrant, a TI Engineer, submitted plans for the TI-99/7 in July 1981. The 99/7 was an upgrade plan to the 99/4 that provided compatibility with 99/4 software, but that had 512 bytes of scratchpad workspace (RAM) instead of the 256 bytes found on the 99/4. It also contained 90K of internal GROM instead of the 18K found on the 99/4, a 58 key keyboard with four rocker switches, instead of the 99/4's forty key keyboard, a new bi-directional cassette interfacing system. 64K of expansion memory instead of the 32K on the 99/4 and support for an 80-column printer.

A new 300 baud modem was planned as part of the upgrade, that would have offered both originate and answer capabilities. Additionally, the 99/7 was to include a Pascal Interpreter built in, the same console Basic as the 99/4, a cooling fan with system shut-down capabilities in overheat situations, a keyboard with 55 keys in a row/column matrix, a Fctn key, a Ctrl key, four function rocker switches and an LED indicator for modem carrier detect and software monitoring. One of the four rocker switches was designed to provide hardware selectable originate or answer status for the modem. It goes without saying that the plan was not accepted and the 99/7 never came to be.

PERIPHERAL EXPANSION BOX:

Introduced on January 7, 1982. The engineering of it is credited to Don Bynum, who was also one of the main instigators of the TEXNET BBS for TI on The Source.

The PEB put an end to the chained peripherals that were previously required for expansion of the basic home computer, and opened it up to a wide variety of expansion cards such as the P-Gram and HFDC cards that we have today.

Slots were built in so that up to 8 expansion cards could be added, but two of those were lost before the box was opened up, because the disk controller and interface cable between the computer and the P-Box used them. If you added the 32K Ram card, which was virtually a required peripheral for the sophisticated software, only five slots remained.

None-the-less, the P-Box was a very welcome addition to the TI-99/4A product line. It measured 8" X 15" X 20" and came with a high speed (and noisy) fan to keep things cool. A bare box also cost a cool $249.95.

The new cards for the P-Box were;

-Memory Expansion Card $299.95

-p-Code Card 249.95 (which req'd 32k memory expansion card)

-Disk Controller Card $174.95

-RS232 Interface Card $174.95

TEXNET:

The first and only Texas Instruments supported Special Interest Group on a commercial information service. It started on October 23, 1981 on The Source. TEXNET eventually foundered when it failed to provide Xmodem protocols for up and downloading of files, but was revived for a short time in the late 1980's by Don and Doyle Bynum. It eventually went out forever when CompuServe bought out The Source in 1989.

Services and features offered to users included a News section, Voice Chat using the Speech Synthesizer, a Software Library, a dictionary of phonetic words for text-to-speech, a software directory, listings of User Groups, a graphics library, a music and sound library, a section on help, a Logo exchange and more.

Sign up fee was $100 and $7.75 per hour weeknights and weekends 6-12, then $5.75 per hour from 12-7am.

THINGS THAT HAVE COME AND GONE AND SOME THAT NEVER WERE

Trivia collected by
Bill Gaskill
September 1994

You may recall that the April 1994 Things... article touched on the Childress Photography contract that TI had for the production of most if not all of its color workups and dealer sales pitch stuff. If you don't recall, I've repeated it below for those who didn't get to see the original.

Well, if your newsletter editor is able to do so, I hope that you will be able to see some of the 8" x 10" photographs of things TI that Mr. Jim Childress and his staff put together. I have photocopied all of the ones I have in hopes that they can be reproduced for use in the club newsletter. If so, it is likely that they will appear over several issues because there are so many.

-CHILDRESS PHOTOGRAPHY CONTRACT: Jim Childress probably made a lot of money from Texas Instruments back in the days of the 99/4A. I have maybe twenty 8" x 10" color photos that his firm did of the 99/4A and its peripherals that show the Home Computer off in its best light. The Lubbock, Texas photography shop did many, many more. Unfortunately, they just recently cleared out their remaining inventory of 99/4A stuff and "threw it in the trash" because it had been too many years since Childress and TI did business. Mr. Childress told me there were about 700 photos in the lot that got tossed!

Here's a list of the photos:

-99/4A Black and Silver Console and various cartridges on cables (to prevent theft) in a computer carel for demonstration purposes.
-99/4A Black and Silver Console and various cartridges on cables (to prevent theft) in a table top computer carel made for demonstration purposes.
-99/4A Home Computer Display with Software module. This is a drawing of a marketing tool designed to display the console, monitor and expansion box along with the newly adopted plastic encased cartridge software. The curious thing about the drawing is that the console being shown in the drawing is the 99/2, not the 99/4A?
-99/4A Home Computer Display. This is a photo of the actual product that came to be as a result of the drawing mentioned above. The real thing does have the 99/4A console shown in the photo, not the 99/2.
-99/4A Shipping Box (black cardboard) with top and bottom views.
-99/4A System including Black and Silver console, black Joysticks, 10" brushed bronze color monitor, original black acoustic modem, original Speech Synthesizer, and a Peripheral Expansion Box that has "Peripheral Expansion System" next to the rocker type On/Off power switch.
-99/4A System with Black and Silver Console, 10" brushed bronze colormonitor, and Peripheral Expansion Box with "99/4 Peripheral Expansion System" next to pushbutton On/Off power switch.
-99/4A System (Beige console) including Console, Hex-Bus Interface, Joysticks, Monitor (10" Color), Program Recorder, Speech Synthesizer and TI Impact Printer.
-Addison-Wesley Math Games III and IV in same photo.

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-Buck Rogers game screen as 1 of 3 screens shown in photo.
-Burgertime game screen filling entire 8" x 10" photo.
-Congo Bongo game screen as 1 of 3 screens shown in photo.
-Crossfire game screen filling entire 8" x 10" photo.
-Demon Attack game screen filling entire 8" x 10" photo.
-Entertainment Value Pack (juvenile female on box)
-Entertainment Value Pack (adult male on box)
-Entrapment game screen as 1 of 4 screens shown in photo.
-Facemaker game screen filling entire 8" x 10" photo.
-Fathom game screens (2 ea) in photo with Wing War.
-Hopper game screen filling entire 8" x 10" photo.
-Jawbreaker II game screen filling entire 8" x 10" photo.
-Key To Spanish opening screens.
-M*A*S*H game screen as 1 of 4 screens shown in photo.
-Microsurgeon game screen filling entire 8" x 10" photo.
-Moonmine game screen as 1 of 4 screens shown in photo.
-Moonsweeper game screen filling entire 8" x 10" photo.
-Munchmobile screens (2ea), at T-Intersection and on winding road.
-Peripheral Expansion Box with "99/4 Peripheral Expansion System" next to pushbutton On/Off power switch, Scott, Foresman Multiplication 1 cartridge in forground and RS232C interface card to the left of the cartridge.
-Return to Pirate's Isle adventure screen filling entire photo.
-Software Display Case with lockable, sliding glass doors, capable of holding well over 100 pieces of software. Case stands about 4' x 6' with six rows of software displayed and each row capable of displaying uo to six pieces of software. Has "Texas Instruments" in large letters on front and side as well as the words "Information Management, Arcade Entertainment, Computer Programming and Education" in a banner on the front of the case.
-Sneggit game screen as 1 of 4 screens shown in photo.
-Star Trek game screen as 1 of 3 screens shown in photo.
-Story Machine game screen filling entire 8" x 10" photo.
-TI Impact Printer.
-Treasure Island game screen filling entire 8" x 10" photo.
-Wing War game screens (2 ea) in photo with Fathom.
-Word Invasion and Word Radar screens in same photo.

-SPINNAKER SOFTWARE: Long time 99ers will remember that II was able to reach an agreement with Spinnaker Software in the Summer of 1983 to have Facemaker and Story Machine produced for the 99/4A. With the help of Jerry Spacek, who wrote Defend The Cities, and TI's own John Phillips, the job got done before the October "bailout". Well, just this year Spinnaker Software, like so many casualties of the computer industry before it, disappeared forever. Back in 1986 Channelmark Software of San Mateo, California produced some of the earliest low-cost PC software under the Power Up banner. The Channelmark name eventually disappeared in favor of the jazzier Power Up name so the company became Power Up Software. It did pretty good in the mail order arena, acquiring a few flagship products from independant developers until it became an attractive buy for Spinnaker Software. Spinnaker was doing pretty good too, having recently purchased Software Publishing's low-end PFS Series line of productivity software. But no sooner had Spinnaker acquired Power Up than along comes giant New Jersey catalog sales company Misco, who buys Spinnaker. Although this is a story about

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things in the PC world, Spinnaker, like Sega, Imagic, Data East and others, all hold at least a little corner of my heart for the support they once offered to the 99/4A, back in those heady days when there really were things called "Home Computers".

TI's "CL" MARKETING FLYERS: Mike Wright has the most exhaustive list of flyers put out by Texas Instruments in his TI-Cyc book, but because the book is on disk, there are no examples, just text. In the same package containing the Childress Photography photos covered above, I have also included copies of some really obscure flyers from the early days of the "Home Computer so you can see some of the items Mike lists in TI-Cyc. All of the "CL" flyers I have are 8.5" x 11", glossy white paper with an orange band at the top. The flyers I have are:

CL458A-RS-232 Interface (PHP1700)
CL459B-Solid State Speech Synthesizer (PHP1500)
CL465A-Telephone Coupler (PHP1600)
CL467A-TI-99/4 Home Computer and Monitor Bundle (PHC 004M)
CL481A-Solid State Printer (Thermal printer) PHP1900
CL482A-Disk Memory Drive (PHP1850)
CL504^-TI-900 Video Modulator (PHA2100)
CL709^-TI-99/4A Home Computer Console (PHC 004A)
CL710^-Peripheral Expansion System and Accessory Cards
CL711^-10-inch Color Monitor (PHA 4100)

-TRITON/TM DIRECT: This information came to me last weekend in a phone conversation I had with a long time friend in the TI-99 Community. I can't verify it, but I also don't have any reason to disbelieve it, and it is certainly not damaging to anyone, so here goes.

Back in November and December of 1983, after TI announced that it was leaving the Home Computer market, TI and it's network of retailers saw revenues soar to incredible levels as existing owners scrambled to buy hardware, software and other products related to the now "orphaned" computer and new buyers soaked up the bargains to be found at major retailers like JC Penneys, Skaggs Drug Stores, Elek-Tek, K-Mart, Target and others. Things went so well as a result of the "fire sale" hysteria created by the October 28th "bailout" announcement that TI continued to produce the 99/4A until the end of March 1984. It was right around that time that the FTC or some other Federal Government office, told Texas Instruments that they couldn't have it both ways. Either they were getting out of the Home Computer business and therefore were going to liquidate their inventory, or they were going to get back into the Home Computer business and stop misleading the public with their "fire sale" approach to marketing. Having been "warned", TI then came up with the fulfillment house idea that would allow them to continue to profit from existing inventory, even if they could not do so through their existing retail network. TI found Triton Products company, which was originally headquartered out of Minnesota, and paid McCann-Erickson, the ad agency that Texas Instruments used for all 99/4A advertising, whatever it cost to create the first Triton Catalog.

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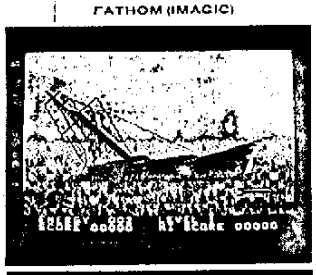
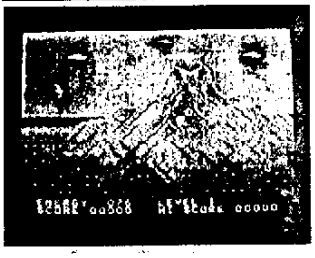
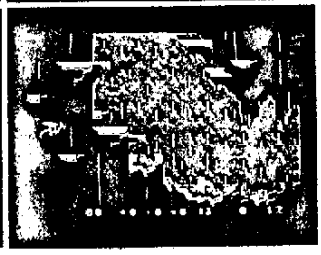
Bits, Bytes & Pixels

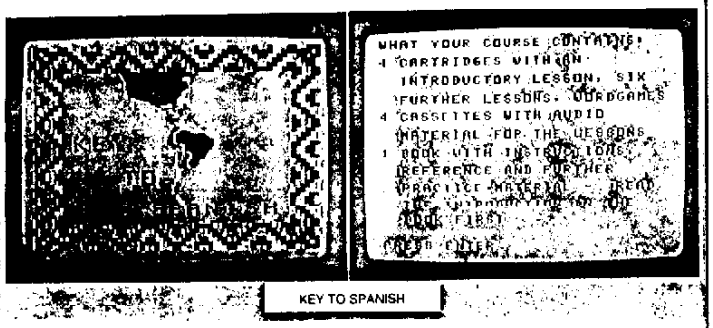
FATHOM (IMAGIC)



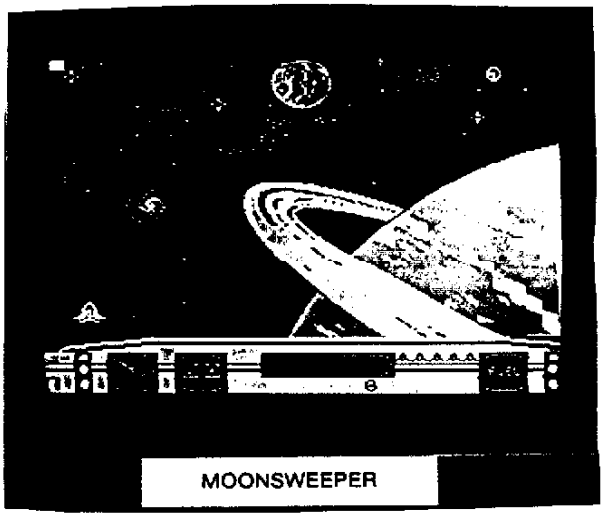
WING WAR (IMAGIC)



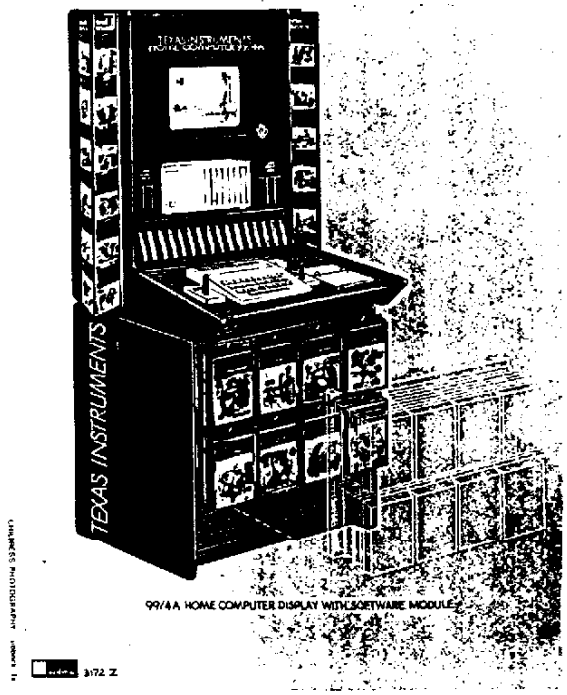




KEY TO SPANISH



MOONSWEEPER



99/4A HOME COMPUTER DISPLAY WITH SOFTWARE MODULES

The pictures on this page are part of the Childress collection described by Bill Gaskill. The "key to Spanish" screens are very rare. I know of nobody who has actually seen the "Key to Spanish" software.

Charles Good

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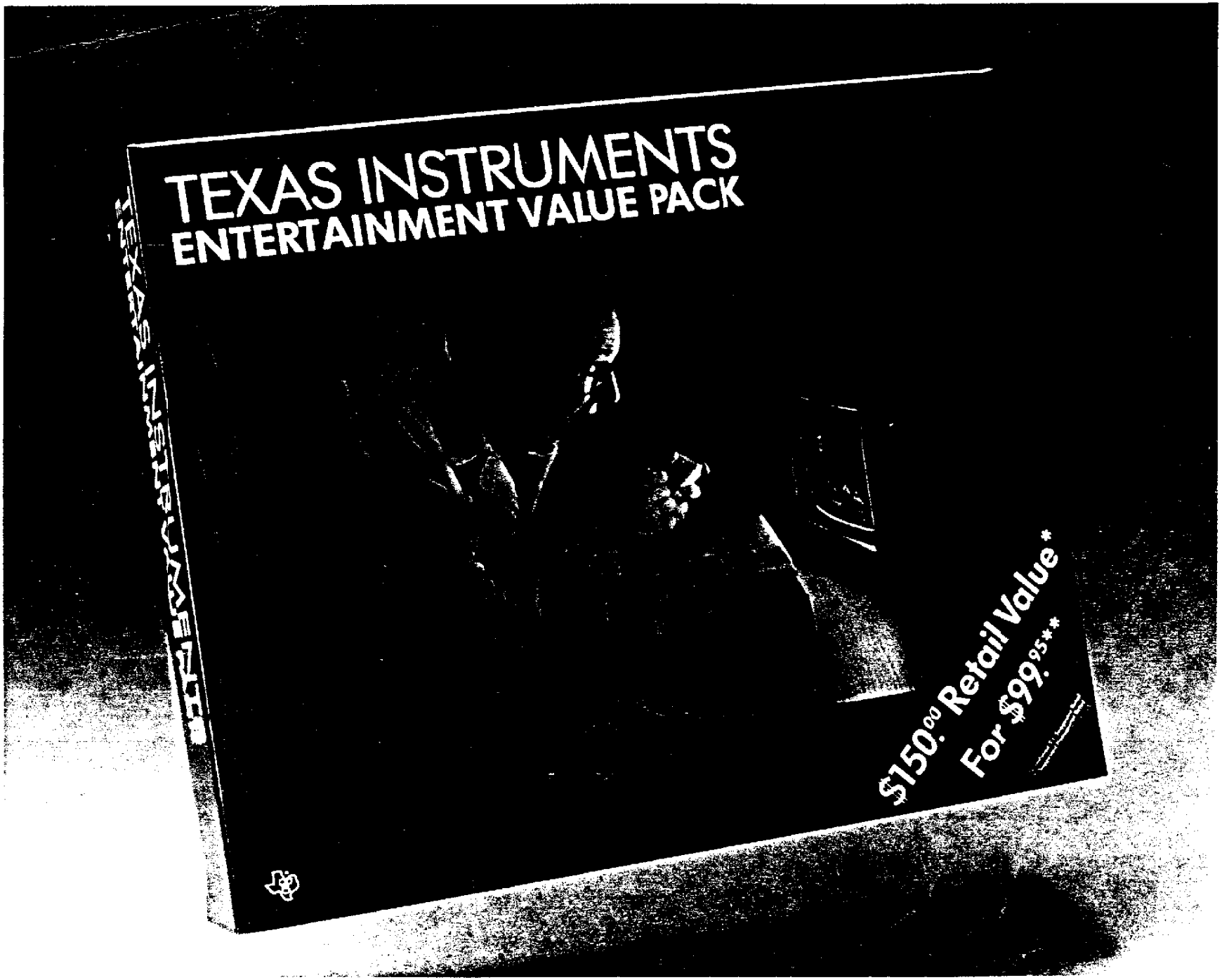
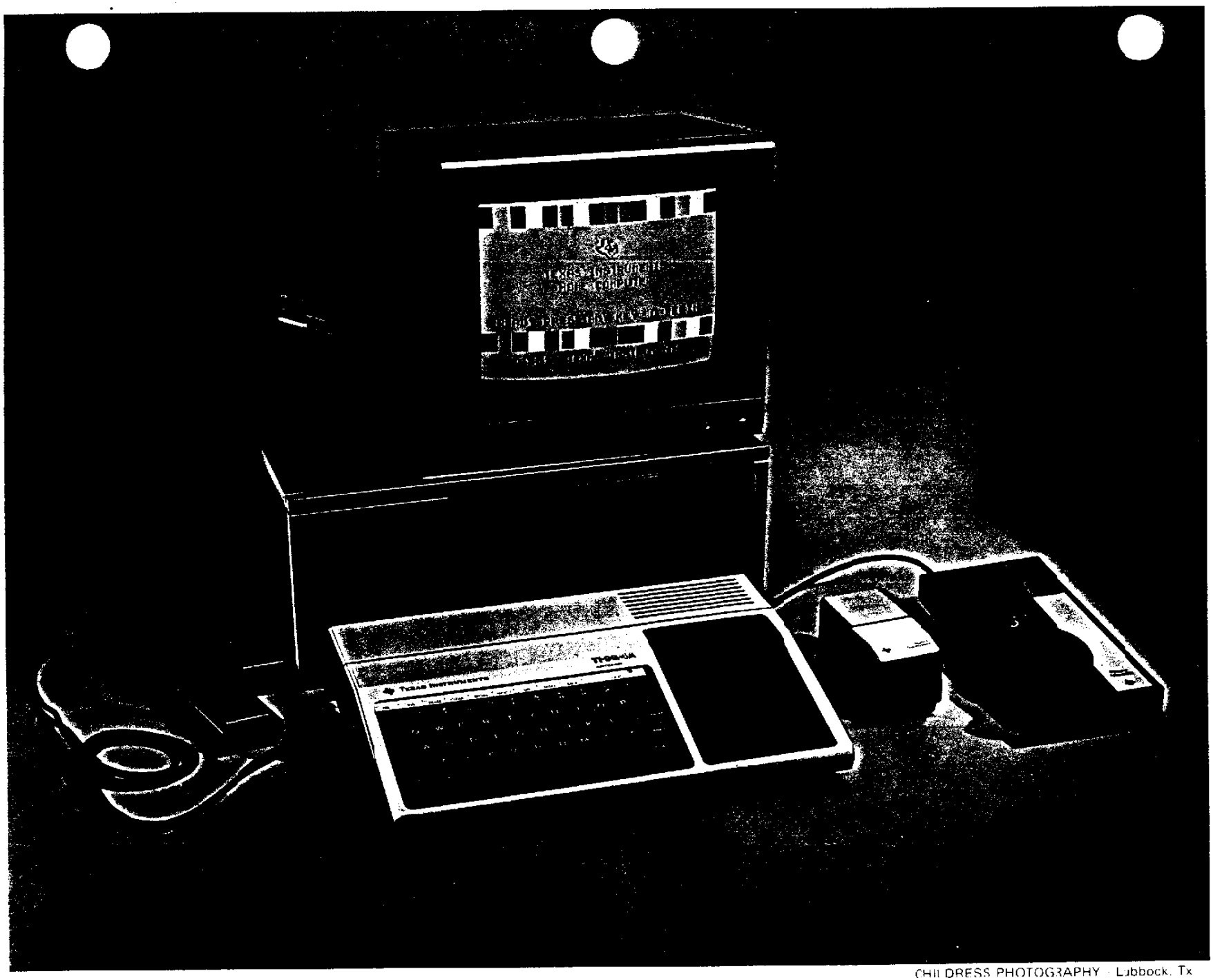
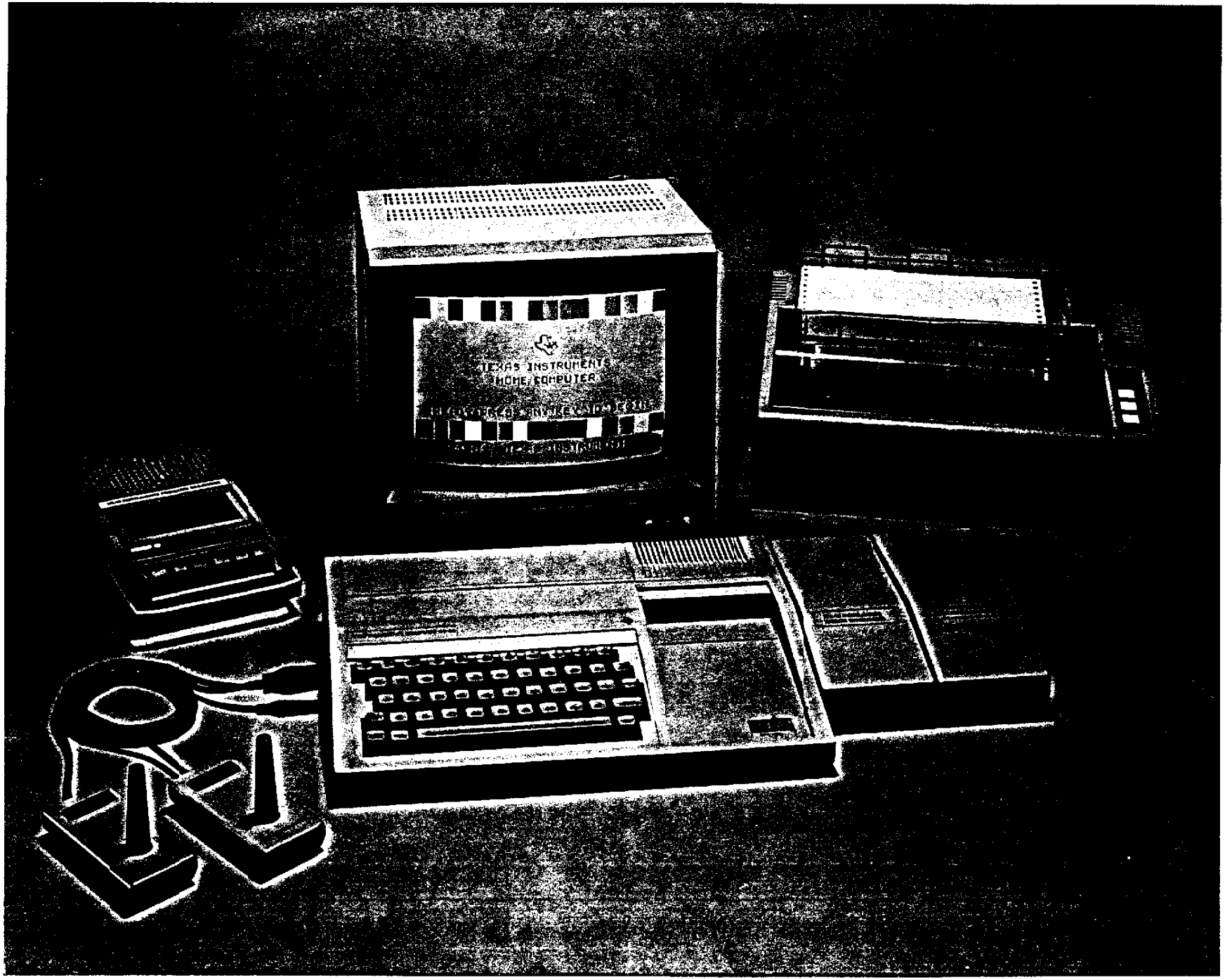
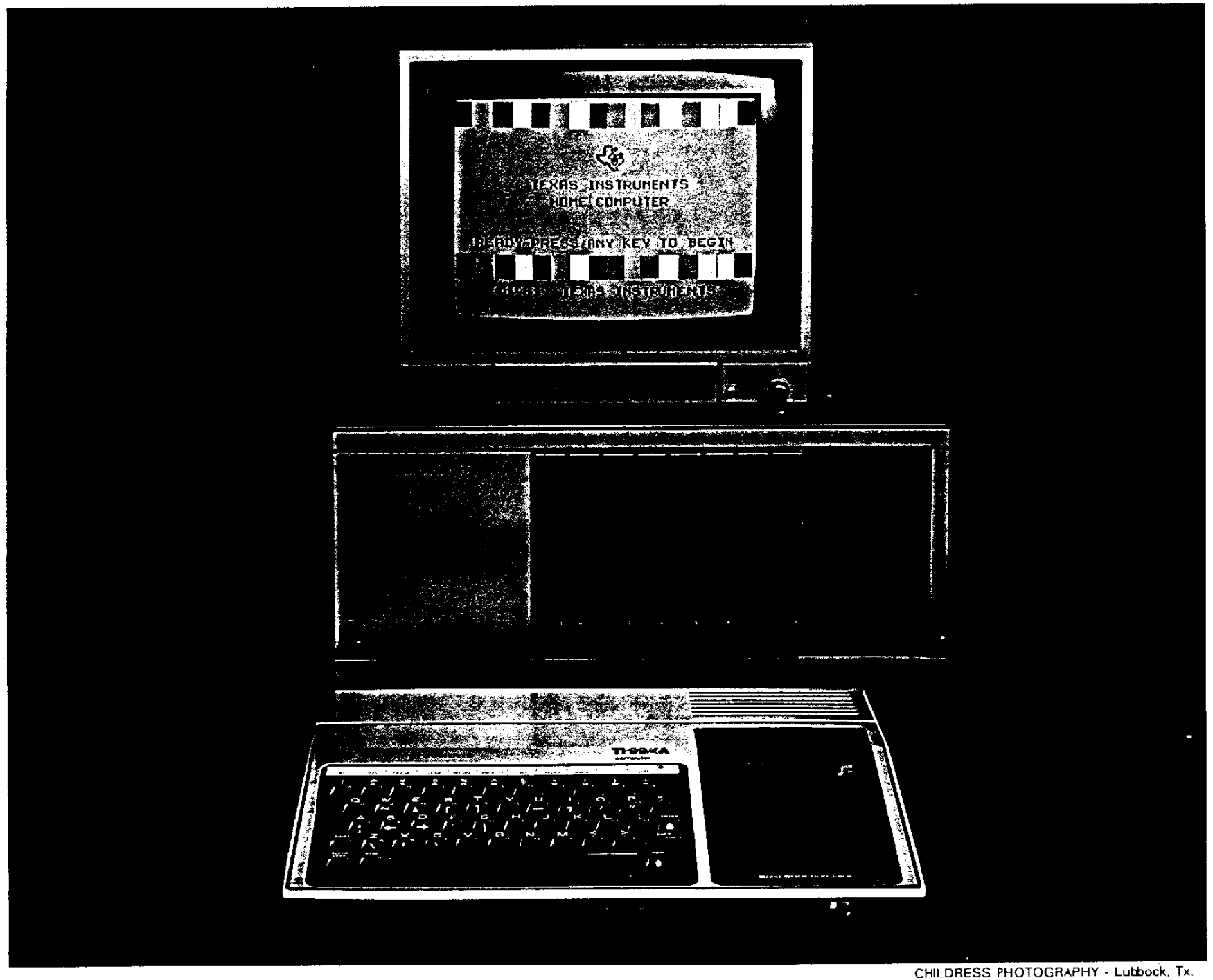

TEXAS INSTRUMENTS
ENTERTAINMENT VALUE PACK
TEXAS INSTRUMENTS
$150.00 Retail Value*
For $99.95**

TEXAS INSTRUMENTS
VARIETY VALUE PACK
TEXAS INSTRUMENTS
$64.80 RETAIL VALUE*
FOR $49.95**



CHILDRESS PHOTOGRAPHY - Lubbock, Tx


TEXAS INSTRUMENTS
HOME COMPUTER



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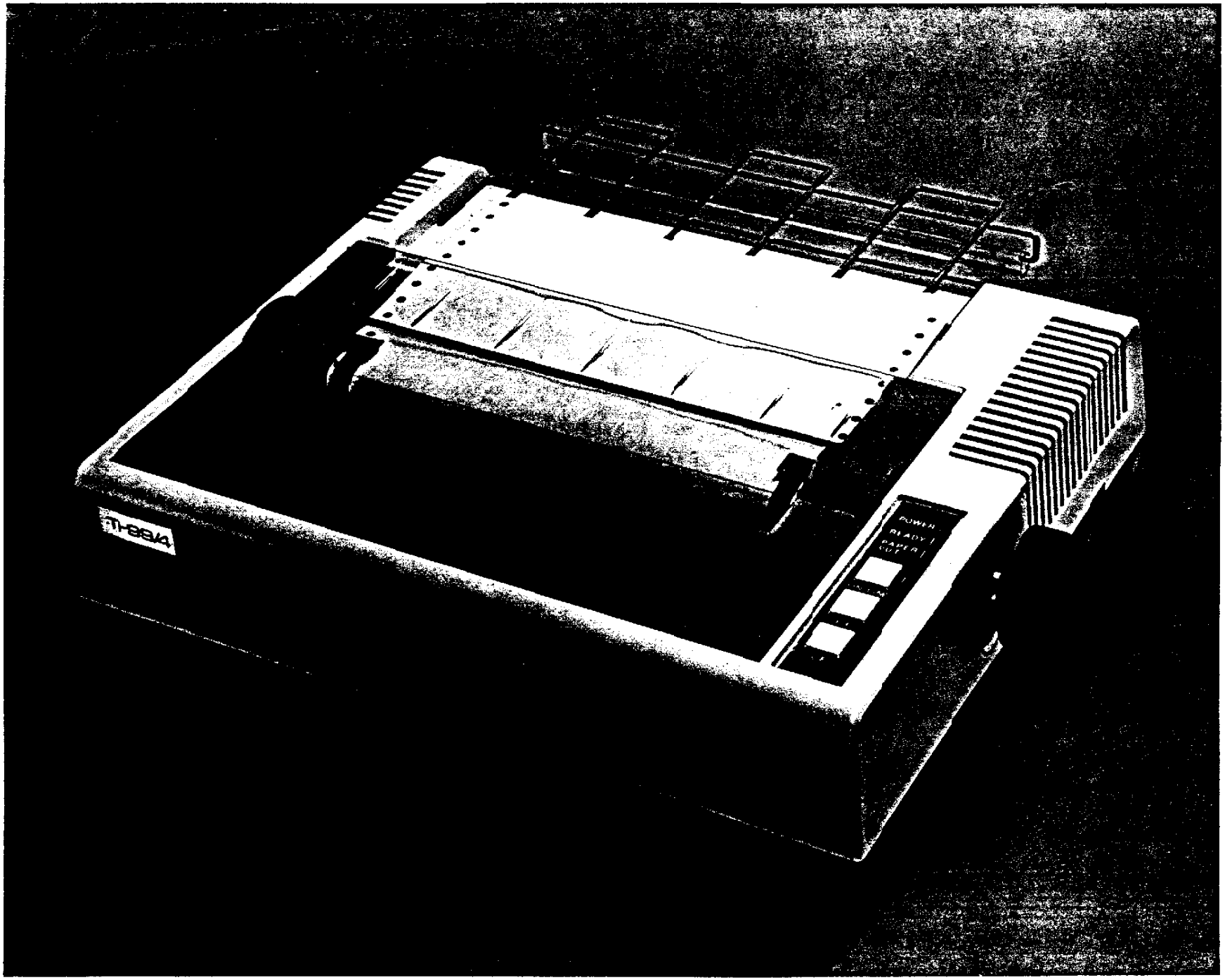
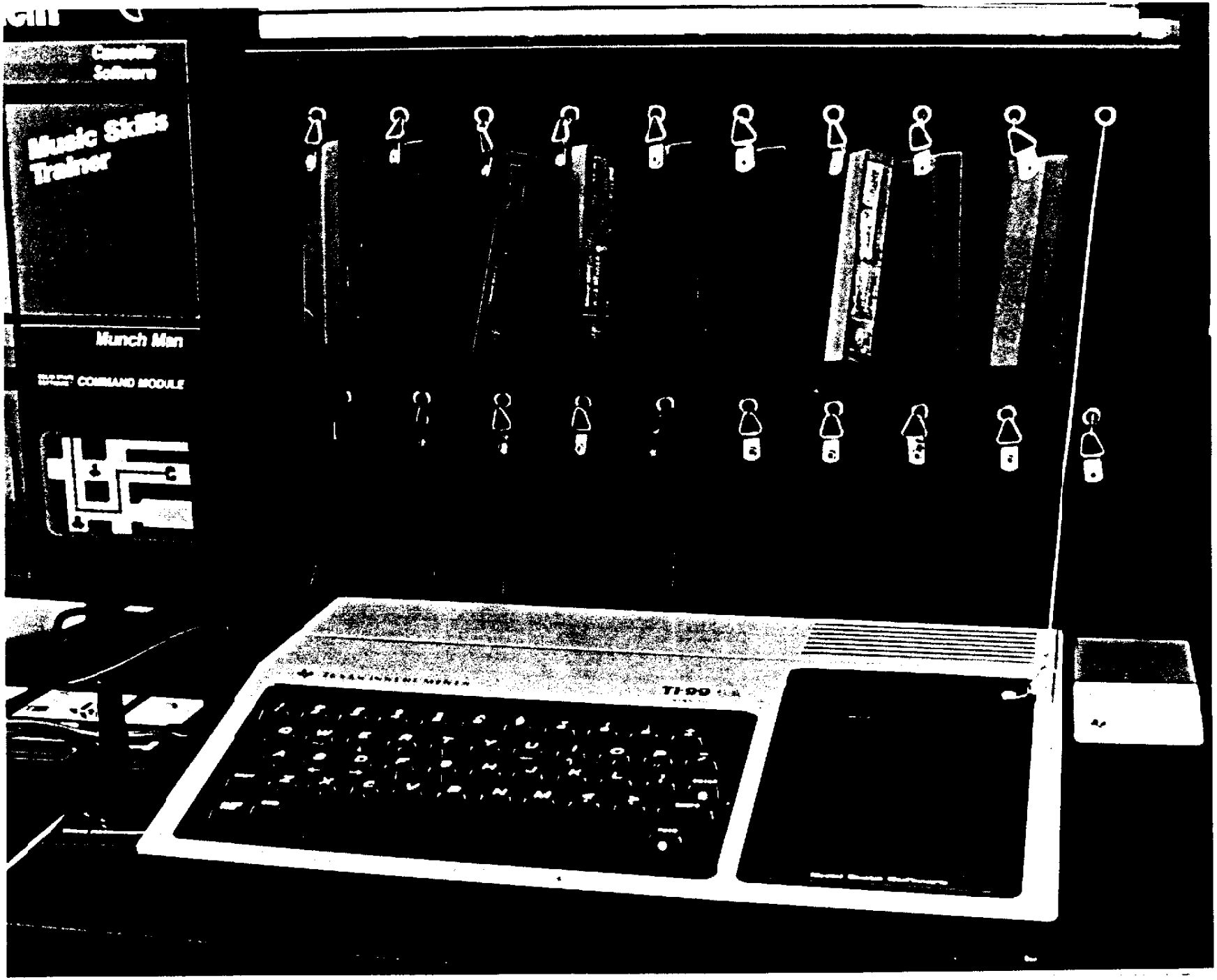
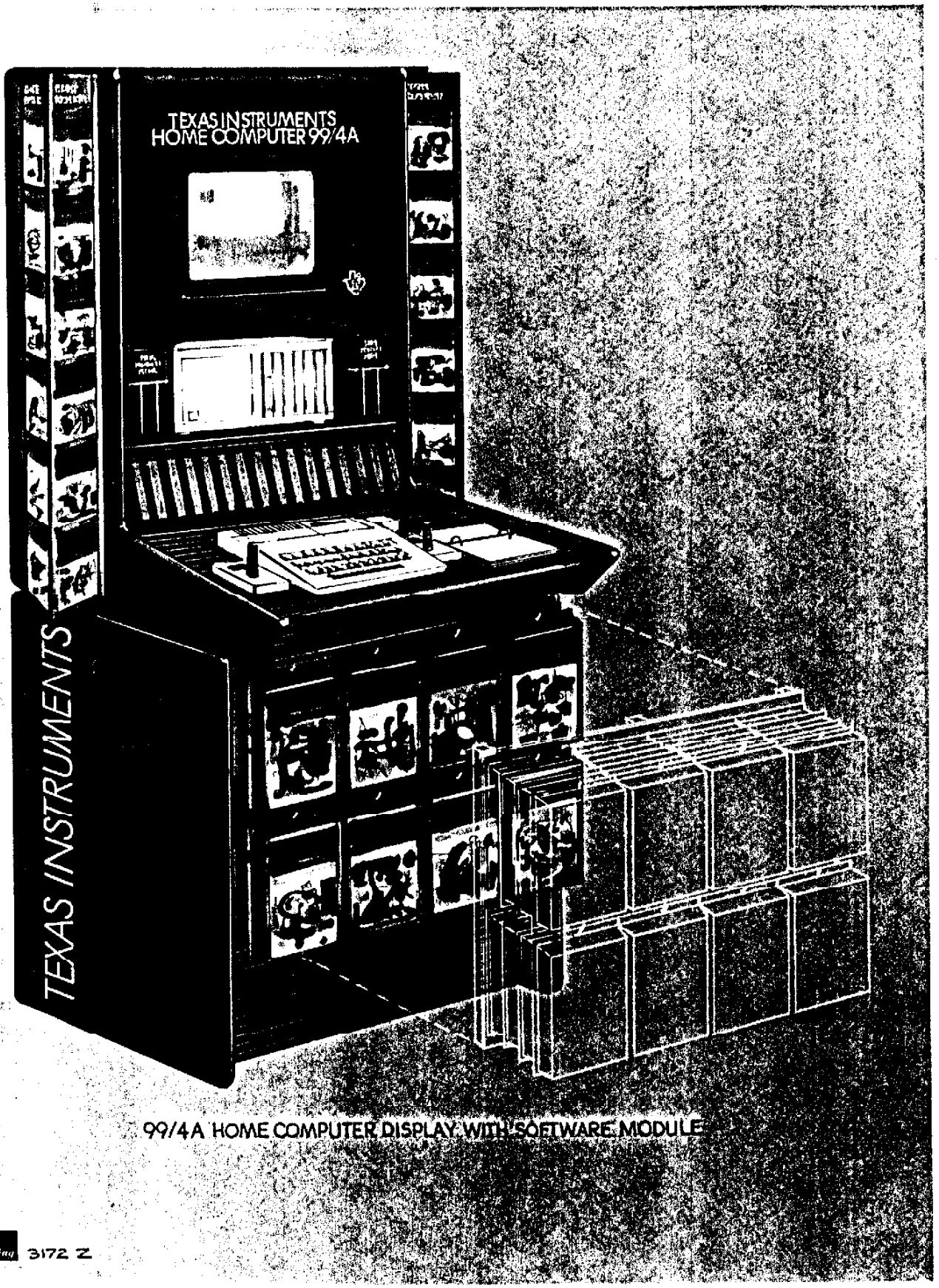

POWER
READY
PAPER
OUT

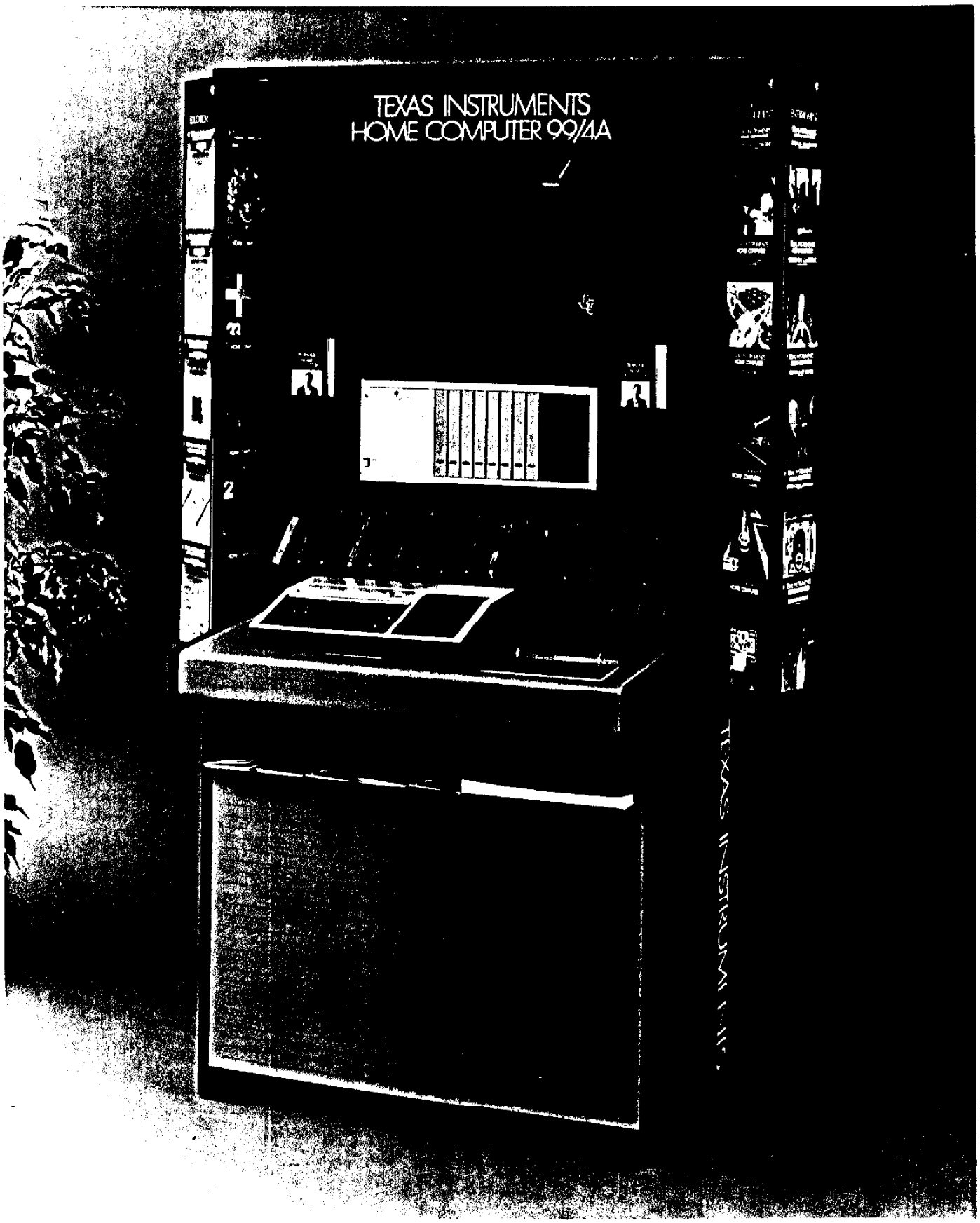

Music Skills Trainer
Munch Man
COMMAND MODULE

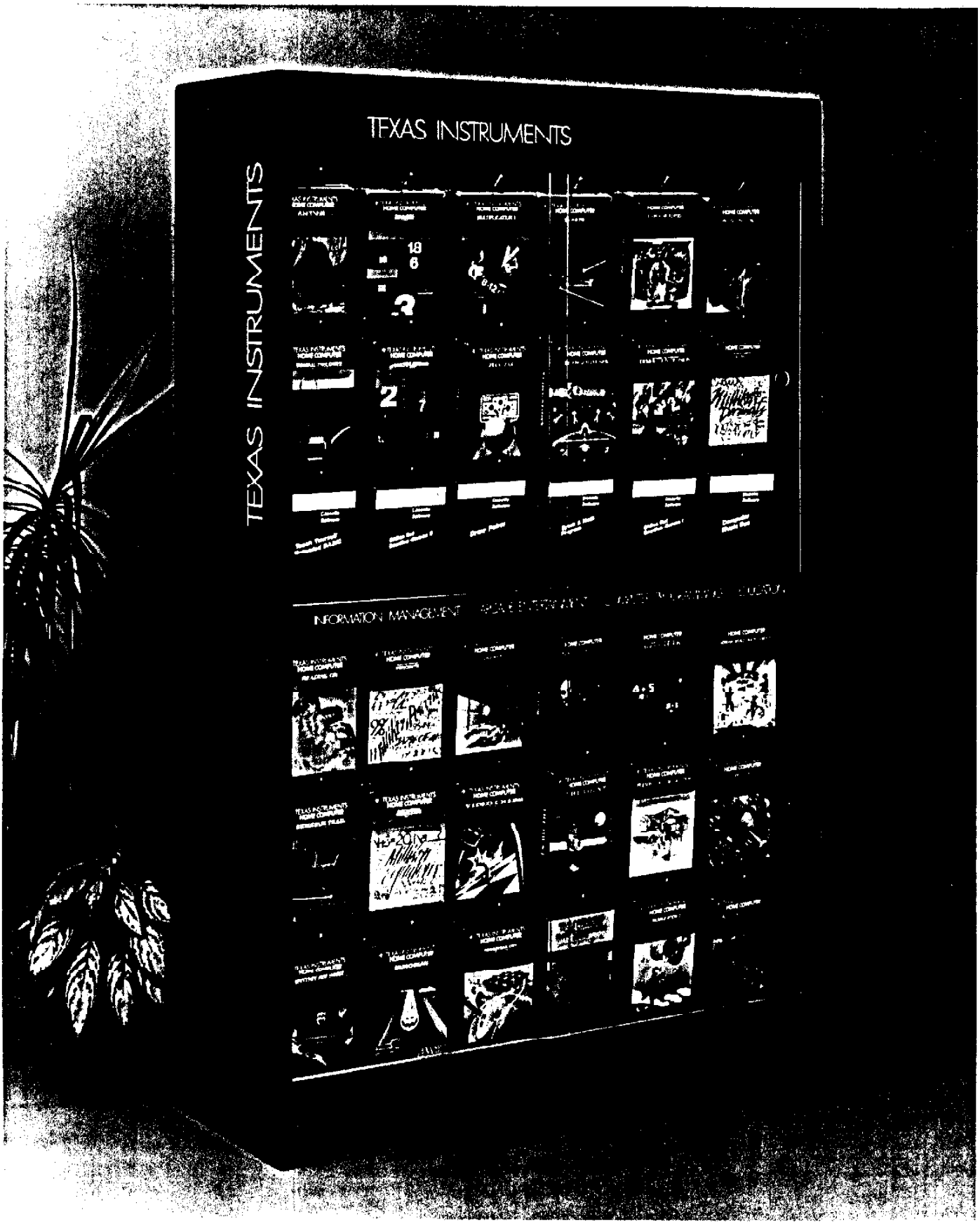


99/4A HOME COMPUTER DISPLAY WITH SOFTWARE MODULES

marketing 3172 Z

CHILDRESS PHOTOGRAPHY - Lubbock, Tx.


TEXAS INSTRUMENTS
HOME COMPUTER 99/4A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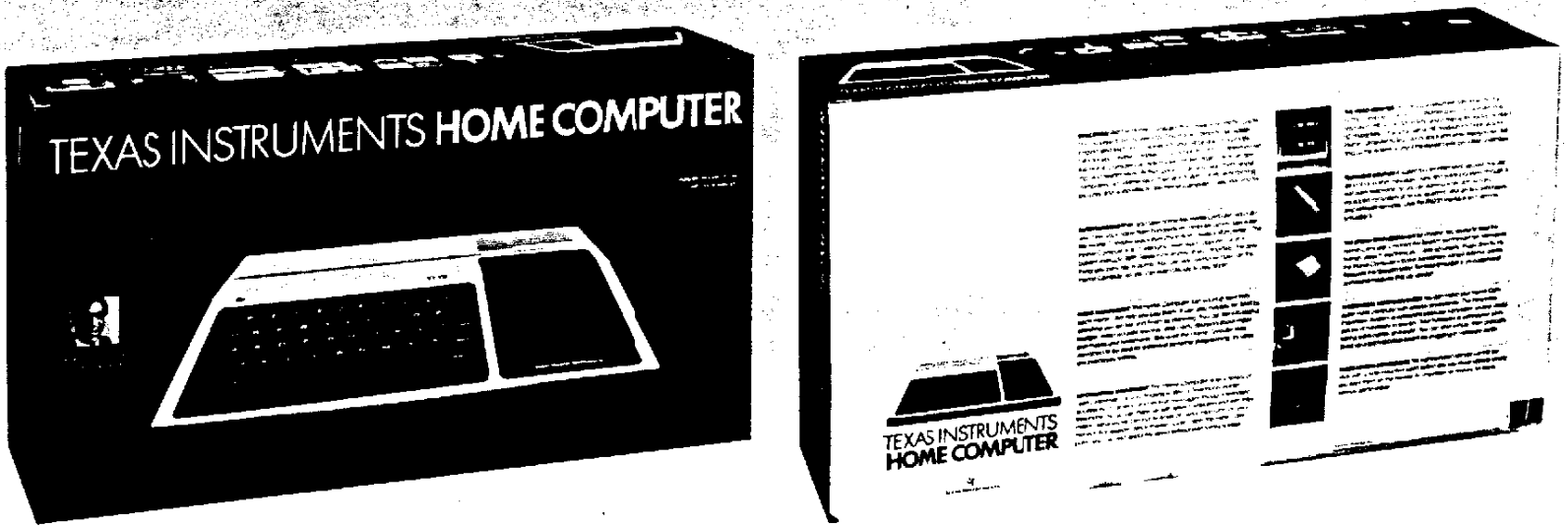
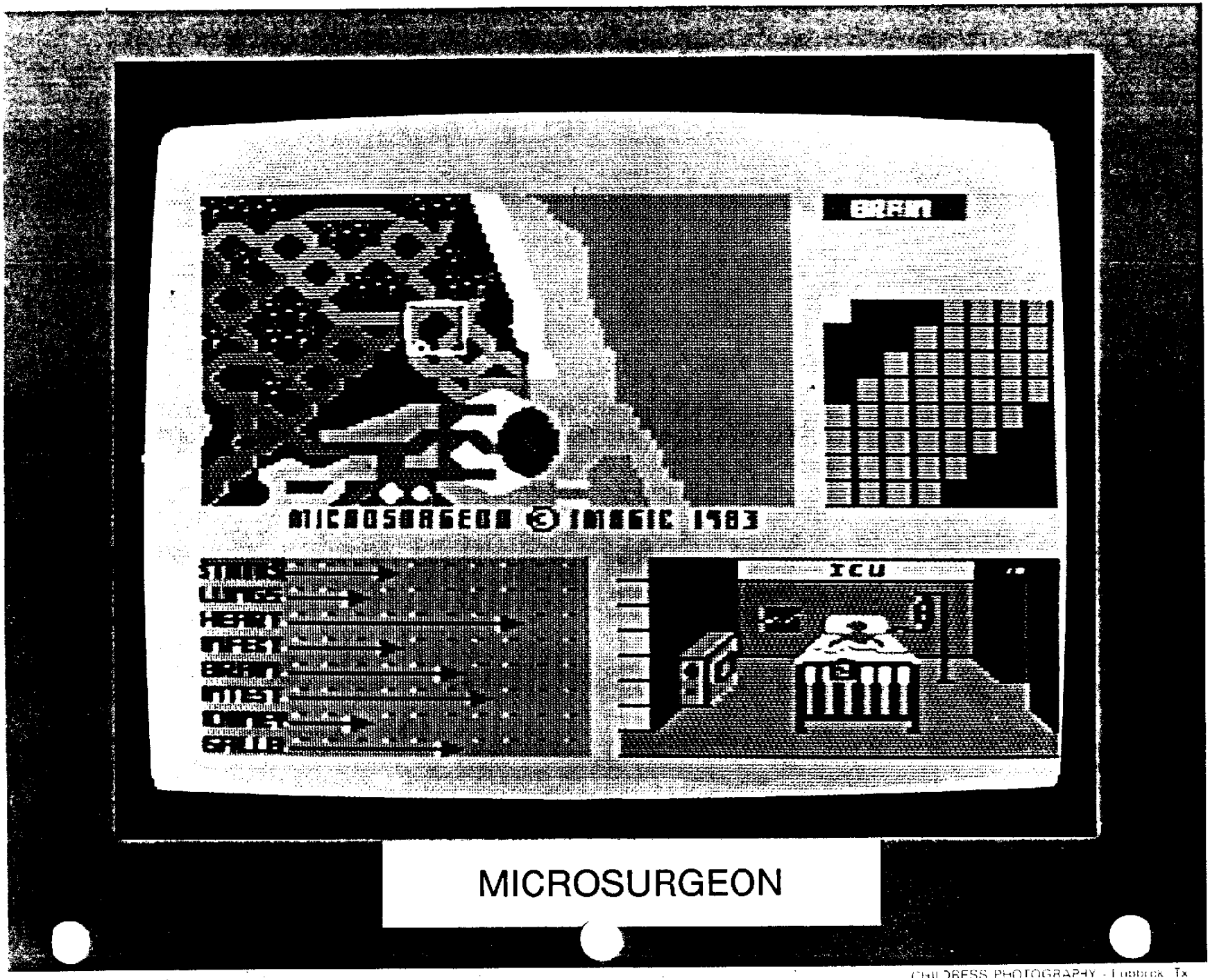
INFORMATION MANAGEMENT

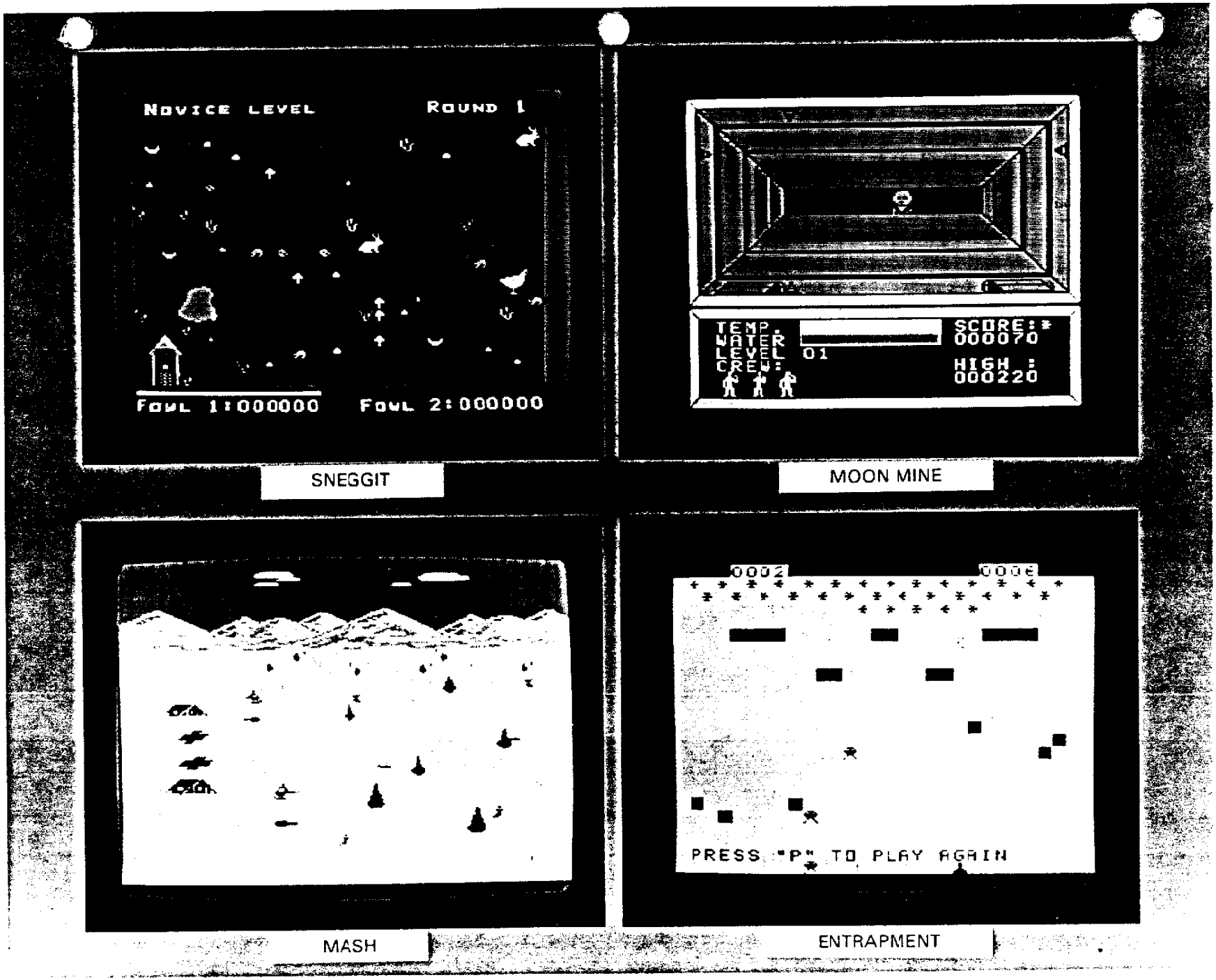

TEXAS INSTRUMENTS HOME COMPUTER
TEXAS INSTRUMENTS
HOME COMPUTER

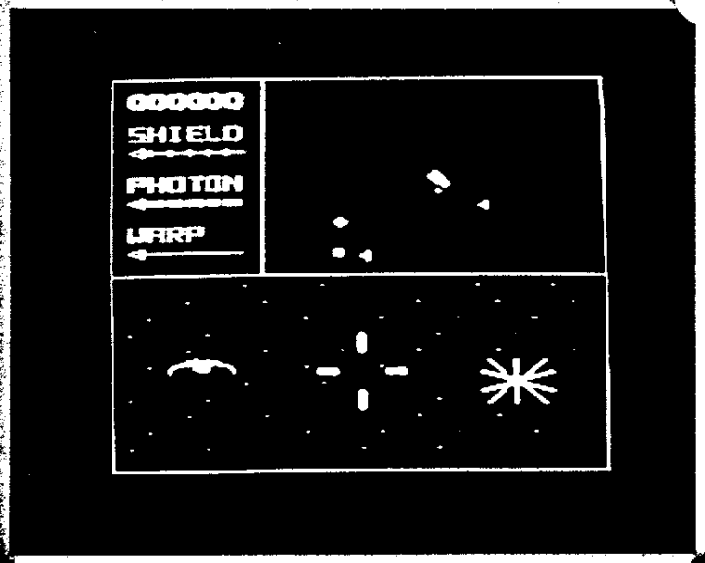
TEXAS INSTRUMENTS
HOME COMPUTER



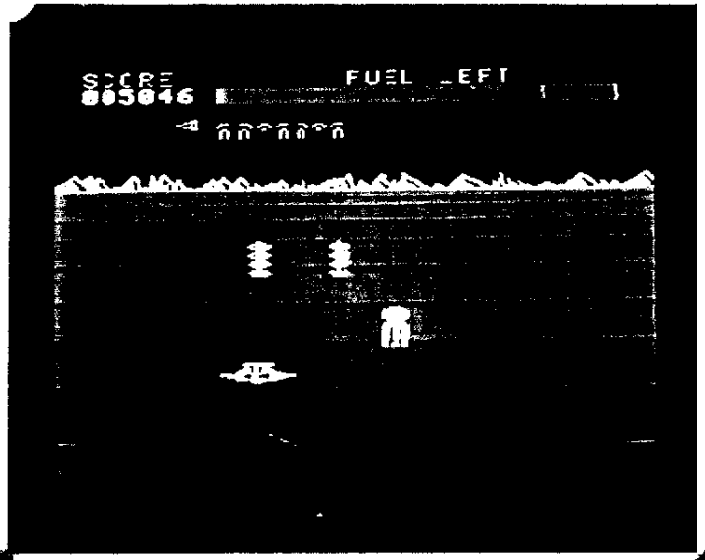
MICROSURGEON

CHILDRESS PHOTOGRAPHY - Lubbock, Tx


NOVICE LEVEL
ROUND 1
FOWL 1:000000
FOWL 2:000000
SNEGGIT
TEMP.
WATER
LEVEL 01
CREW:
SCORE:
000070
HIGH :
000220
MOON MINE
MASH
0002
000e
PRESS "P" TO PLAY AGAIN
ENTRAPMENT

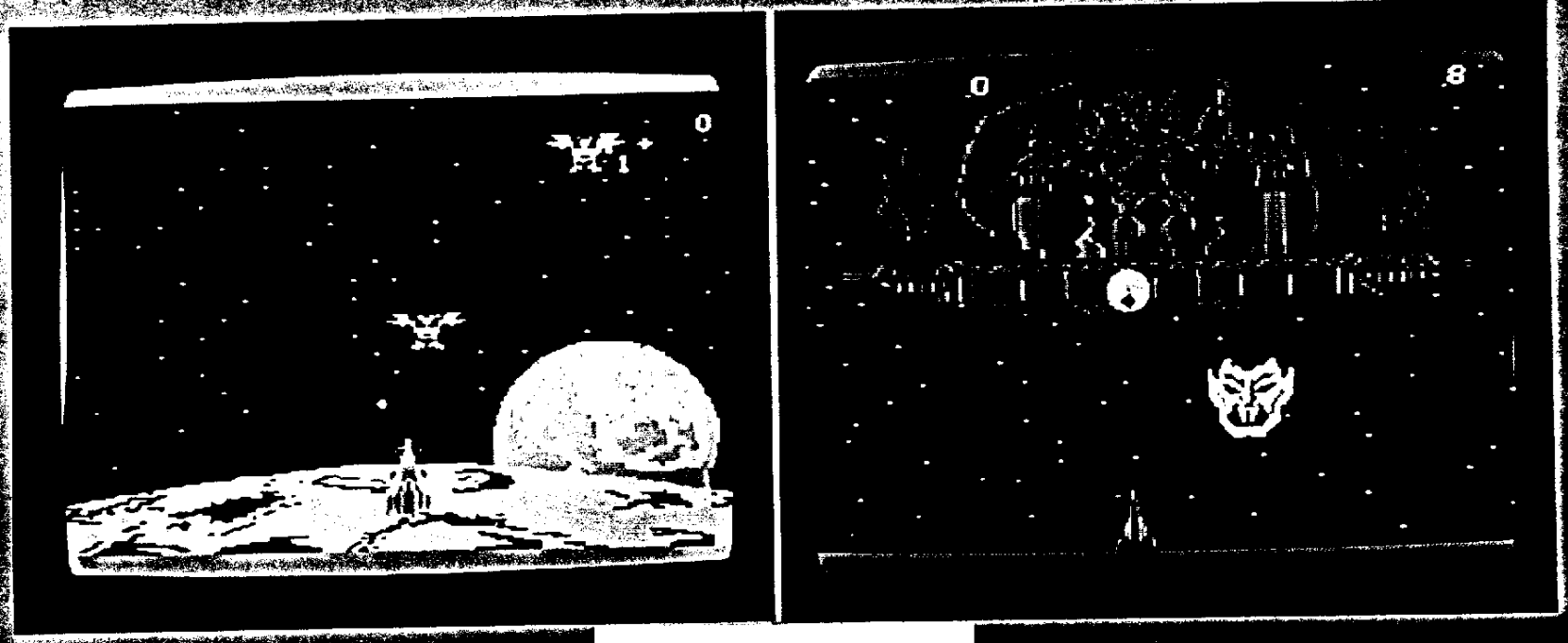


STAR TREK STRATEGIC OPERATIONS SIMULATOR (SEGA)



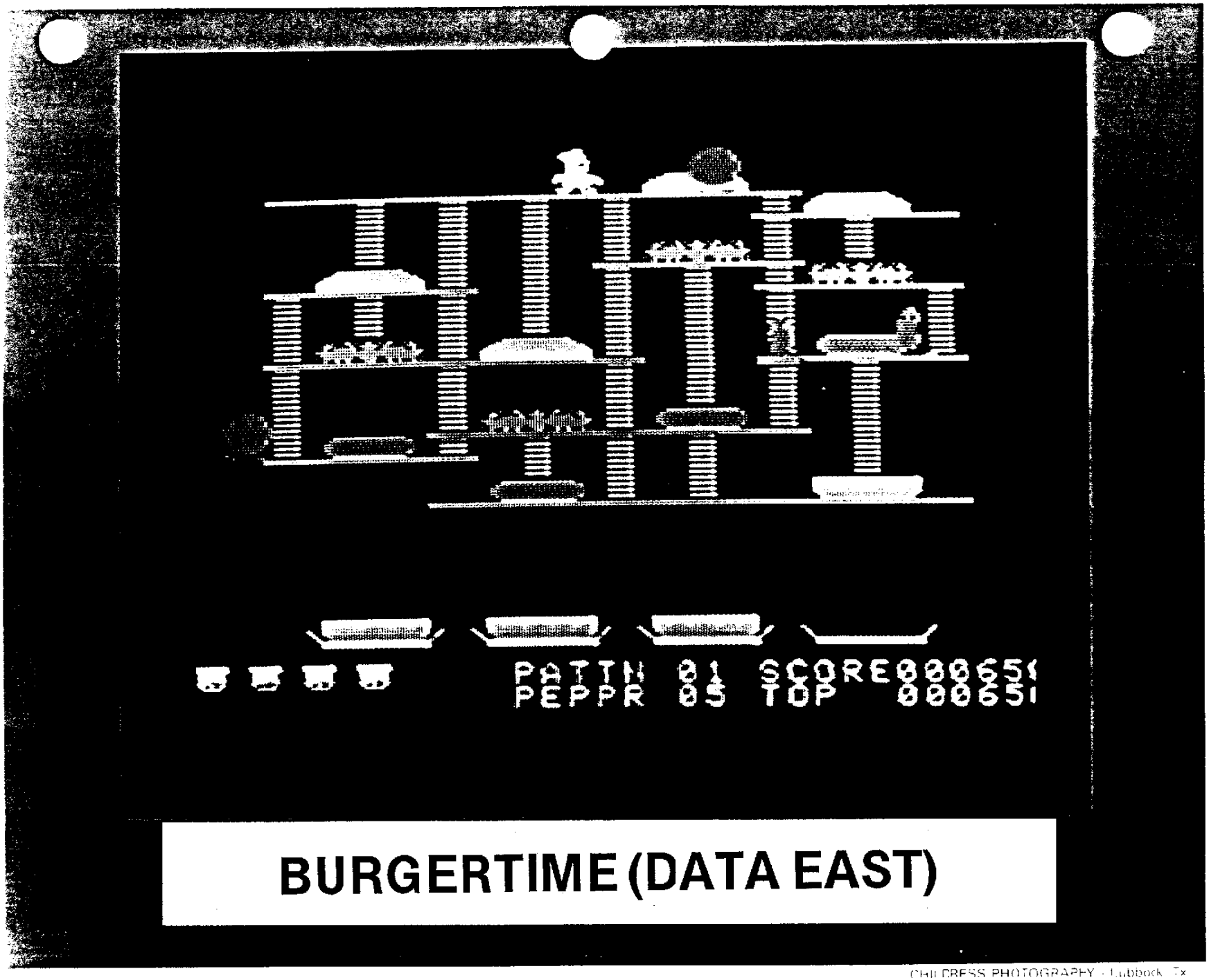
BUCK ROGERS PLANET OF ZOOM (SEGA)

CONGO BONGO (SEGA)



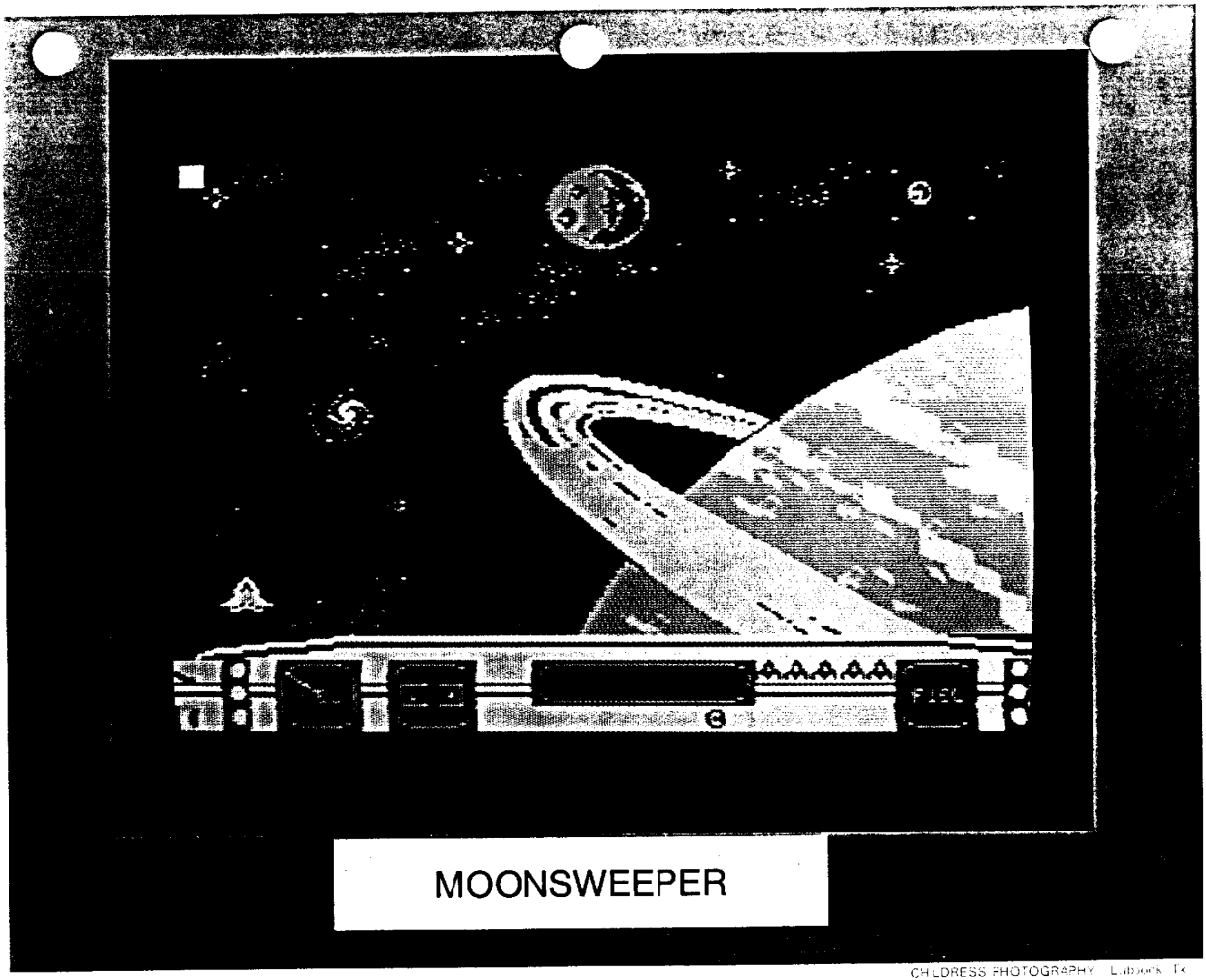
DEMON ATTACK

CHILDRESS PHOTOGRAPHY



BURGERTIME (DATA EAST)

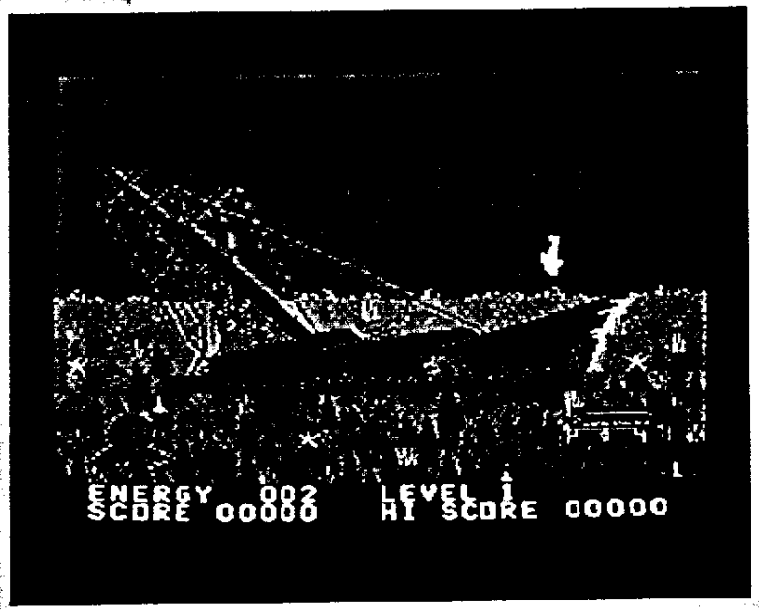
CHILDRESS PHOTOGRAPHY - Lubbock, Tx

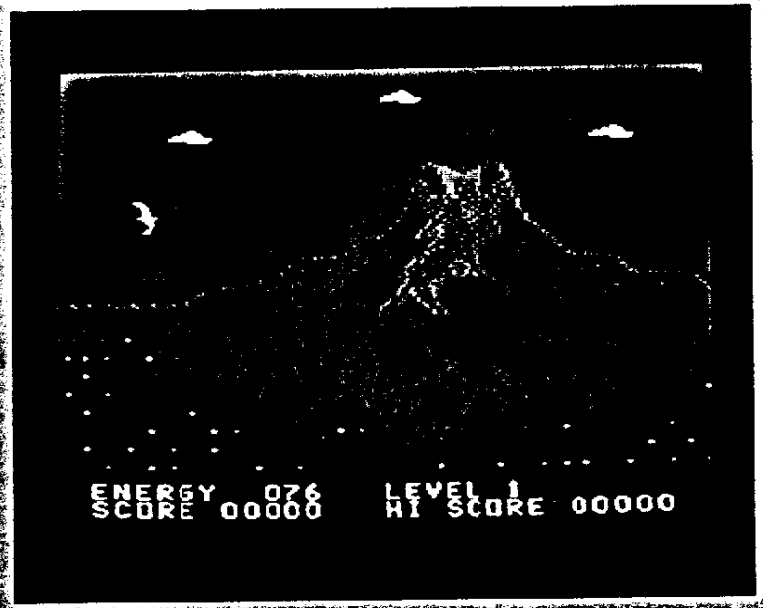


MOONSWEEPER

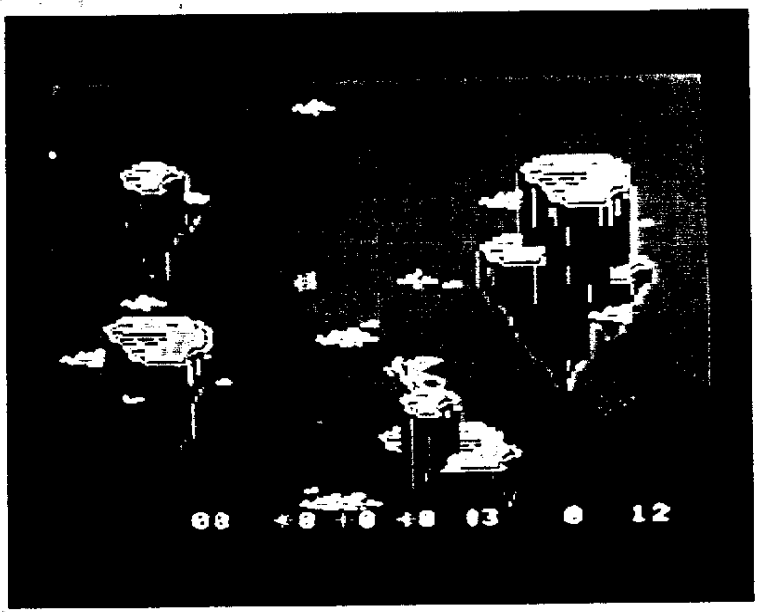
CHILDRESS PHOTOGRAPHY Lubbock Tx

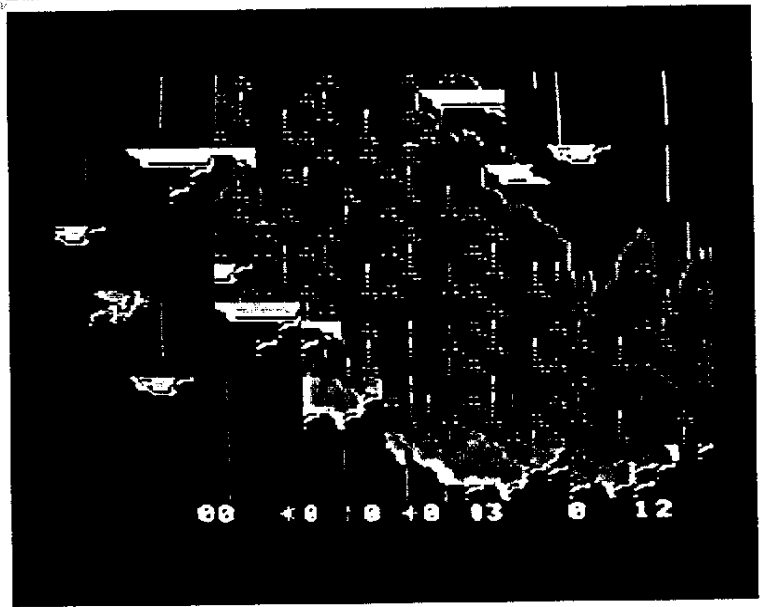
FATHOM (IMAGIC)

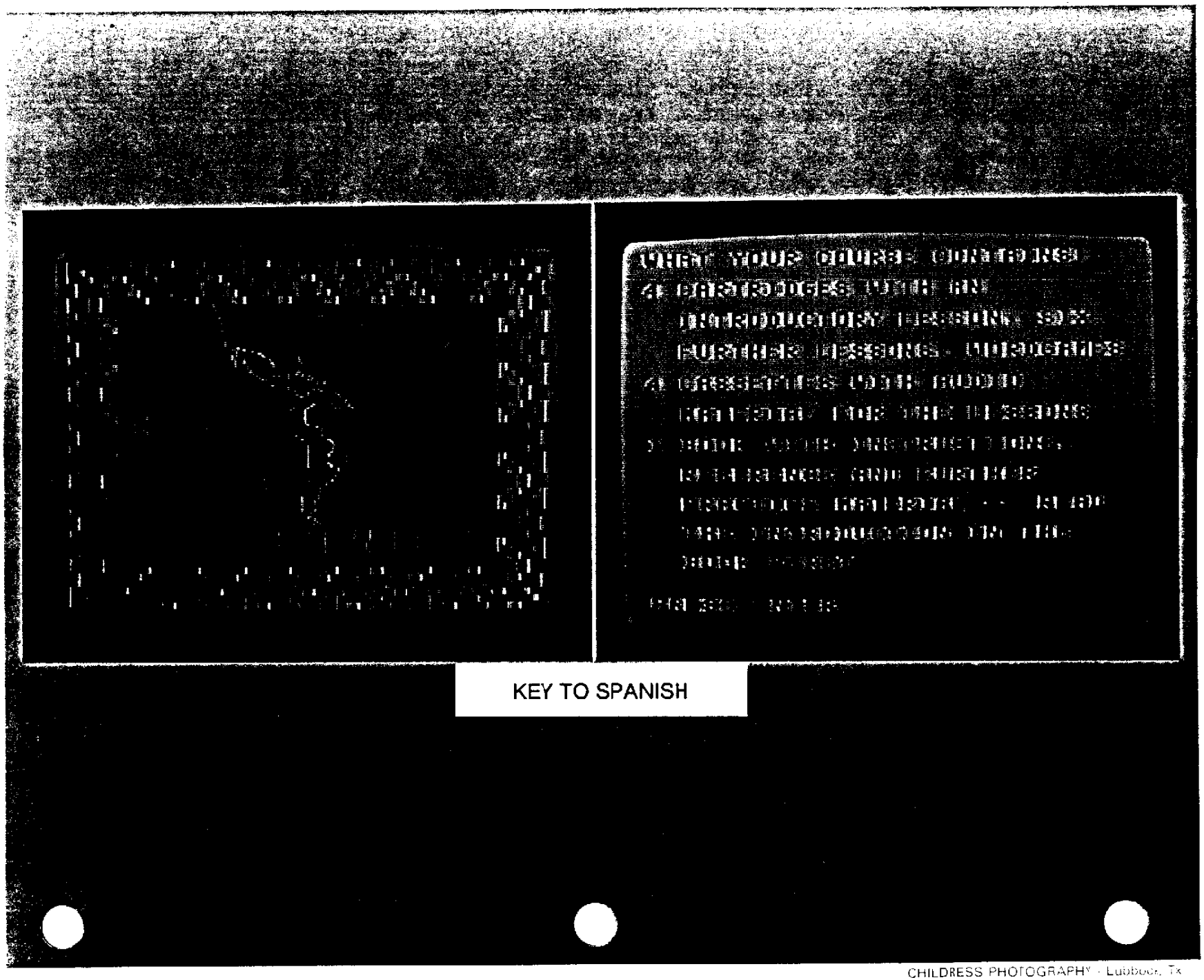




WING WAR (IMAGIC)



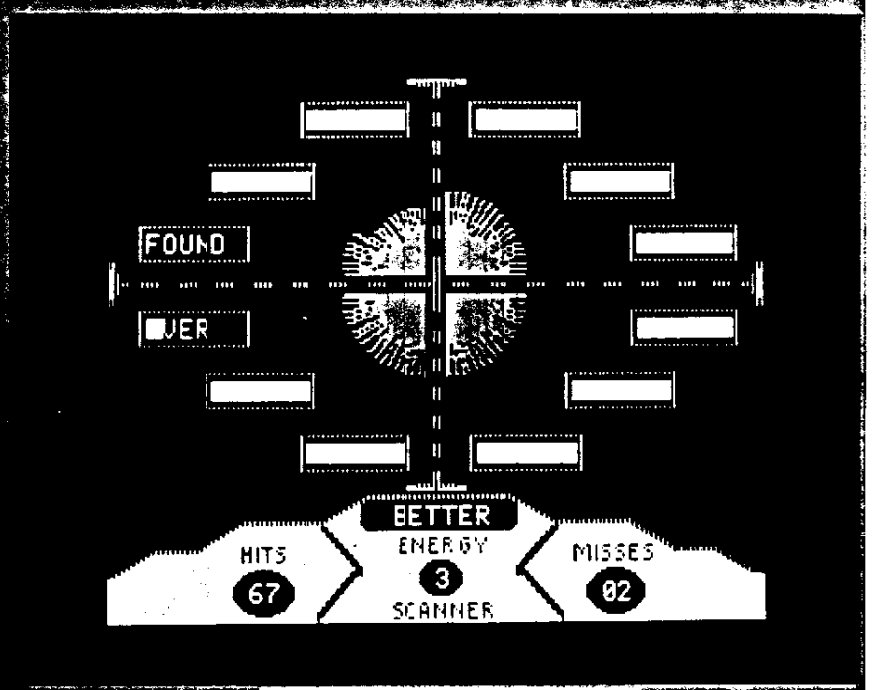




KEY TO SPANISH

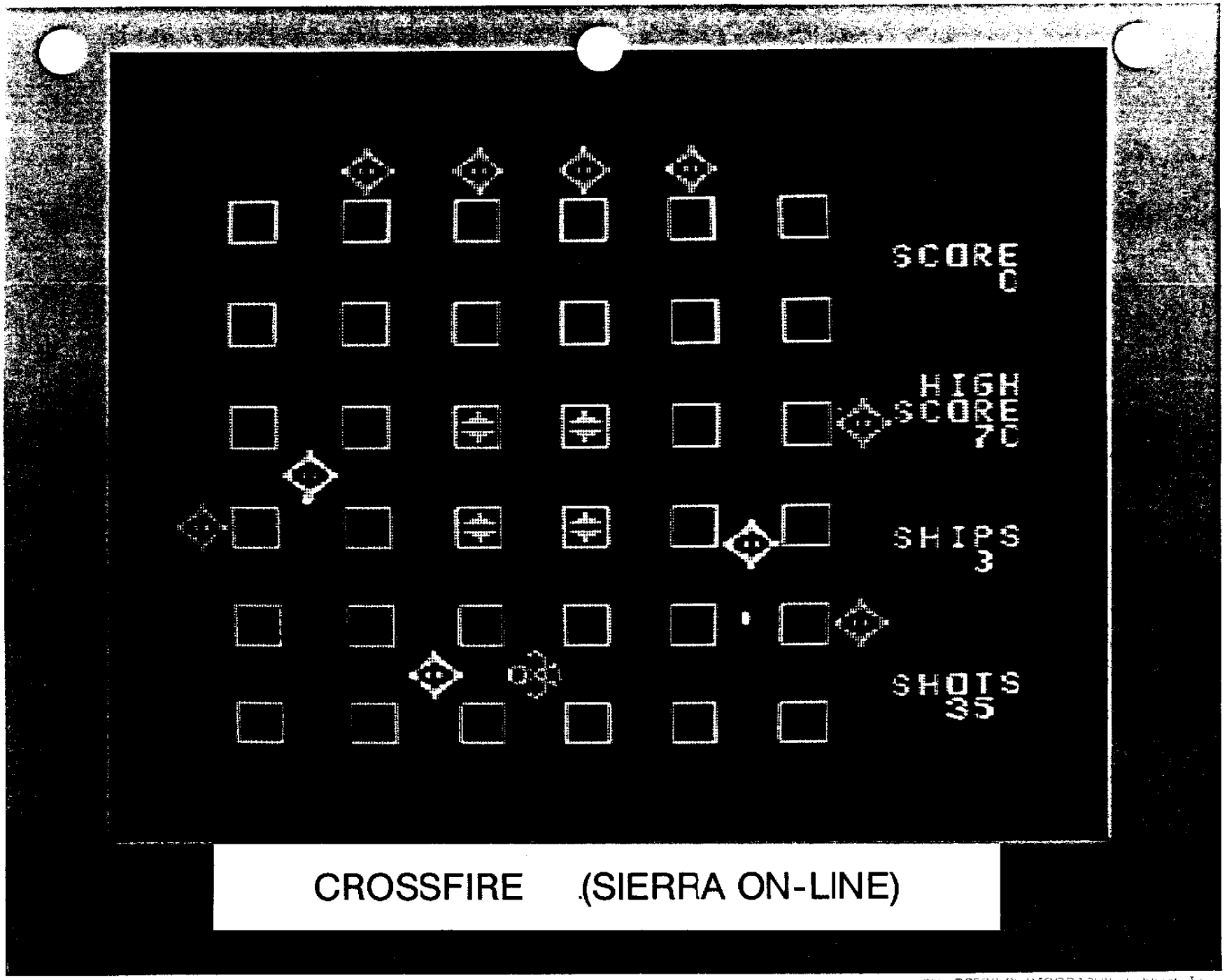
CHILDRESS PHOTOGRAPHY - Lubbock, Tx

WORD INVASION



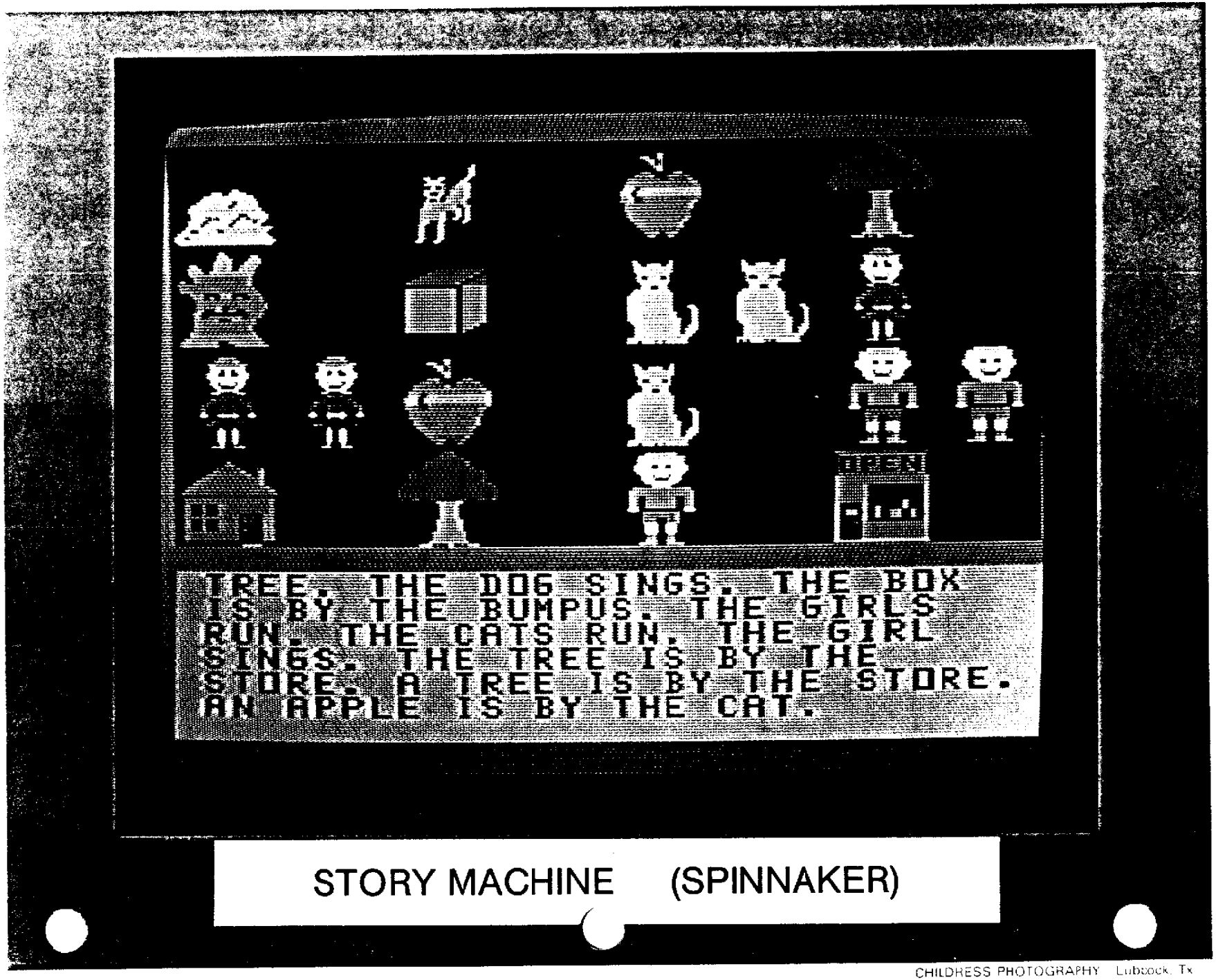
WORD RADAR

CHILDRESS PHOTOGRAPH



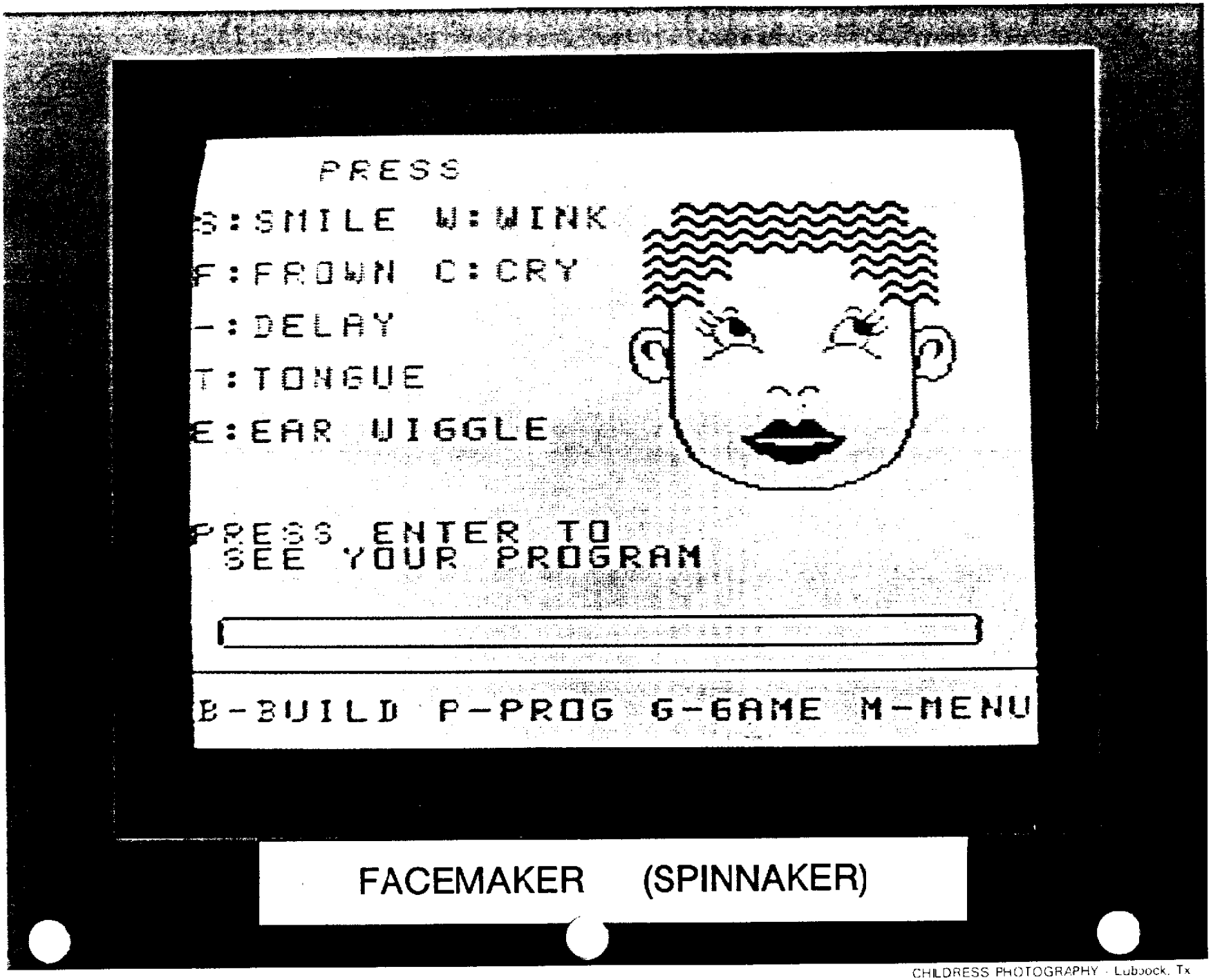
CROSSFIRE (SIERRA ON-LINE)

CHILDRESS PHOTOGRAPHY Lubbock Tx


TREE. THE DOG SINGS. THE BOX
IS BY THE BUMPUS. THE GIRLS
RUN. THE CATS RUN. THE GIRL
SINGS. THE TREE IS BY THE
STORE. A TREE IS BY THE STORE.
AN APPLE IS BY THE CAT.

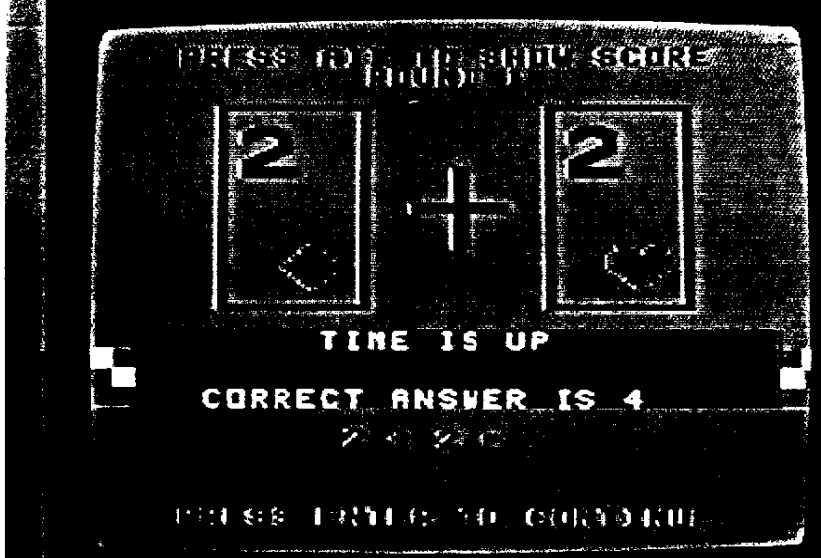
STORY MACHINE (SPINNAKER)

CHILDRESS PHOTOGRAPHY Lubbock, Tx

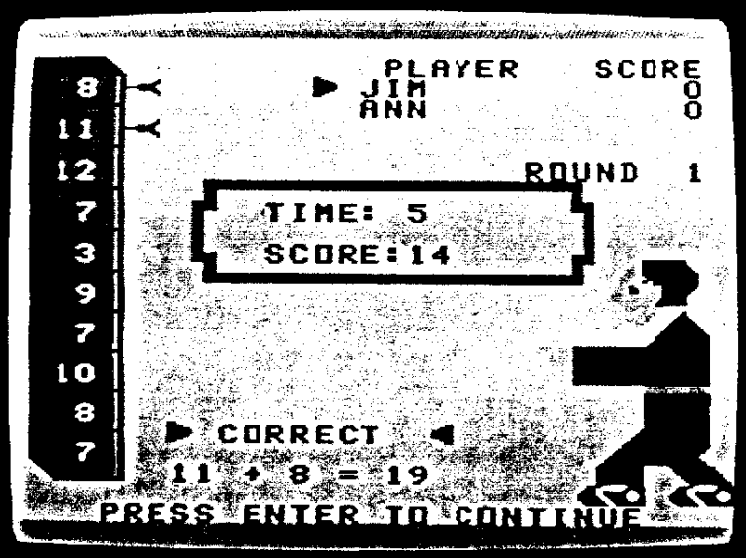


FACEMAKER (SPINNAKER)

CHILDRESS PHOTOGRAPHY · Lubbock, Tx

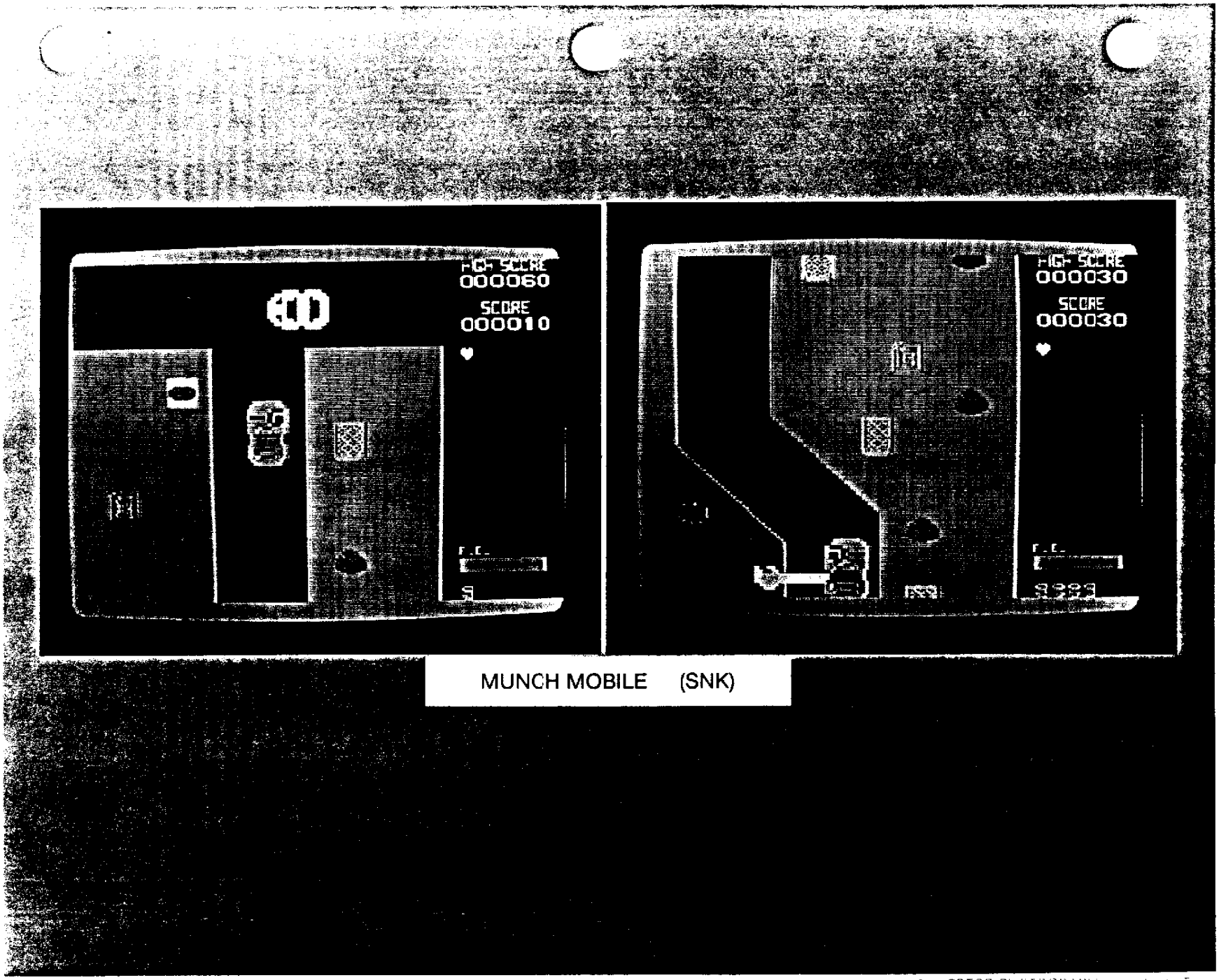


ADDISON-WESLEY MATH GAMES III



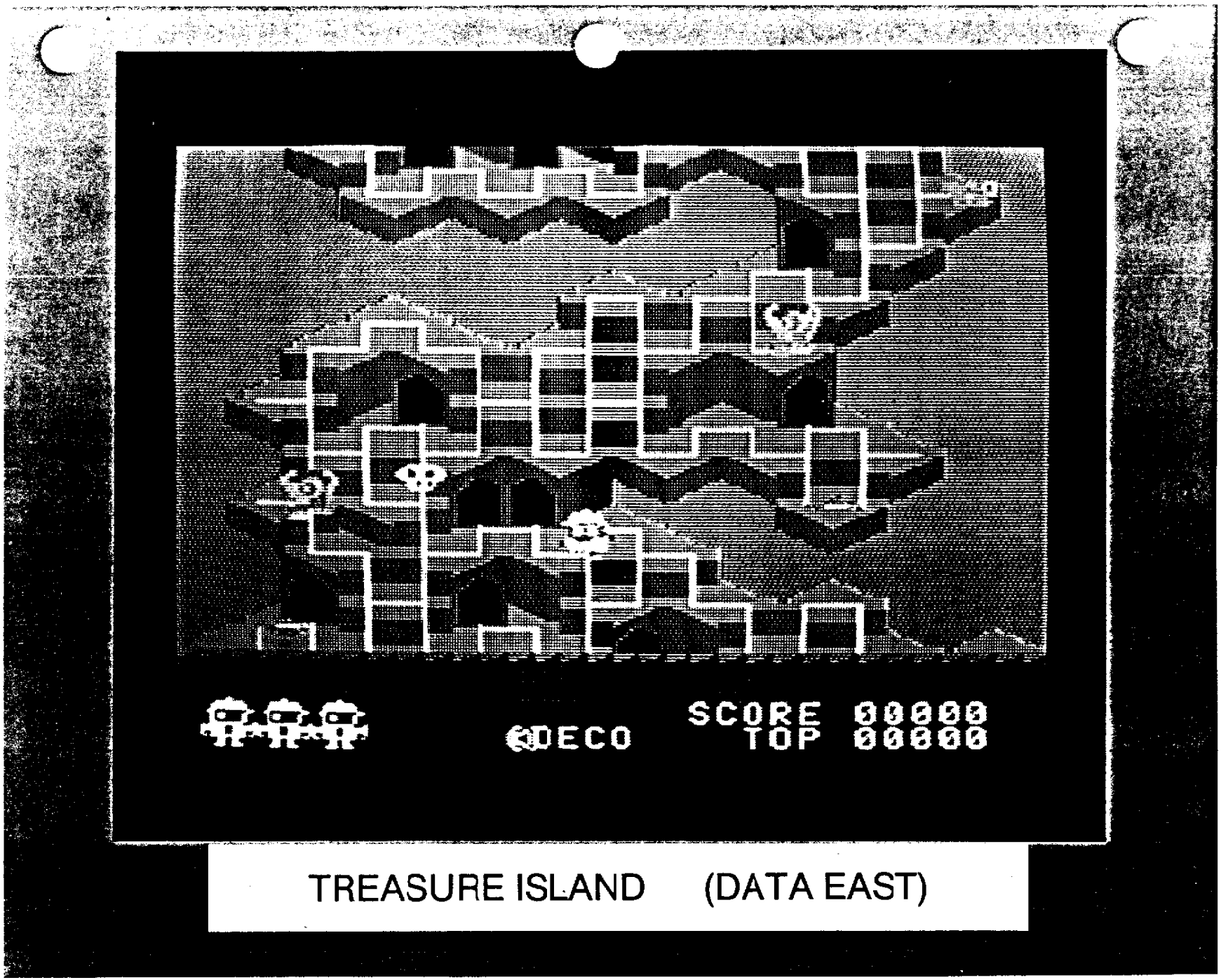
ADDISON-WESLEY MATH GAMES IV

CHILDRESS PHOTOGRAPHY - Lubbock, Tx.



MUNCH MOBILE (SNK)

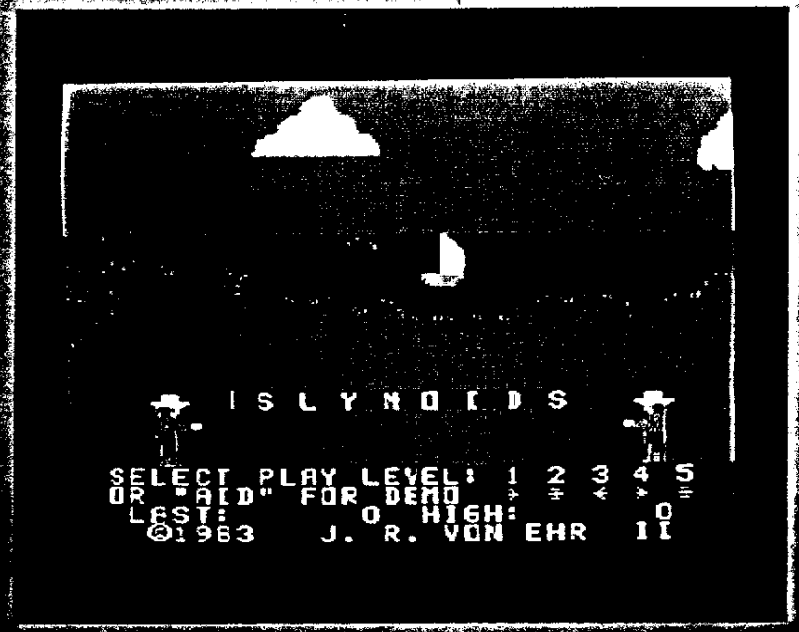
CHILDRESS PHOTOGRAPH Lubbock Tx



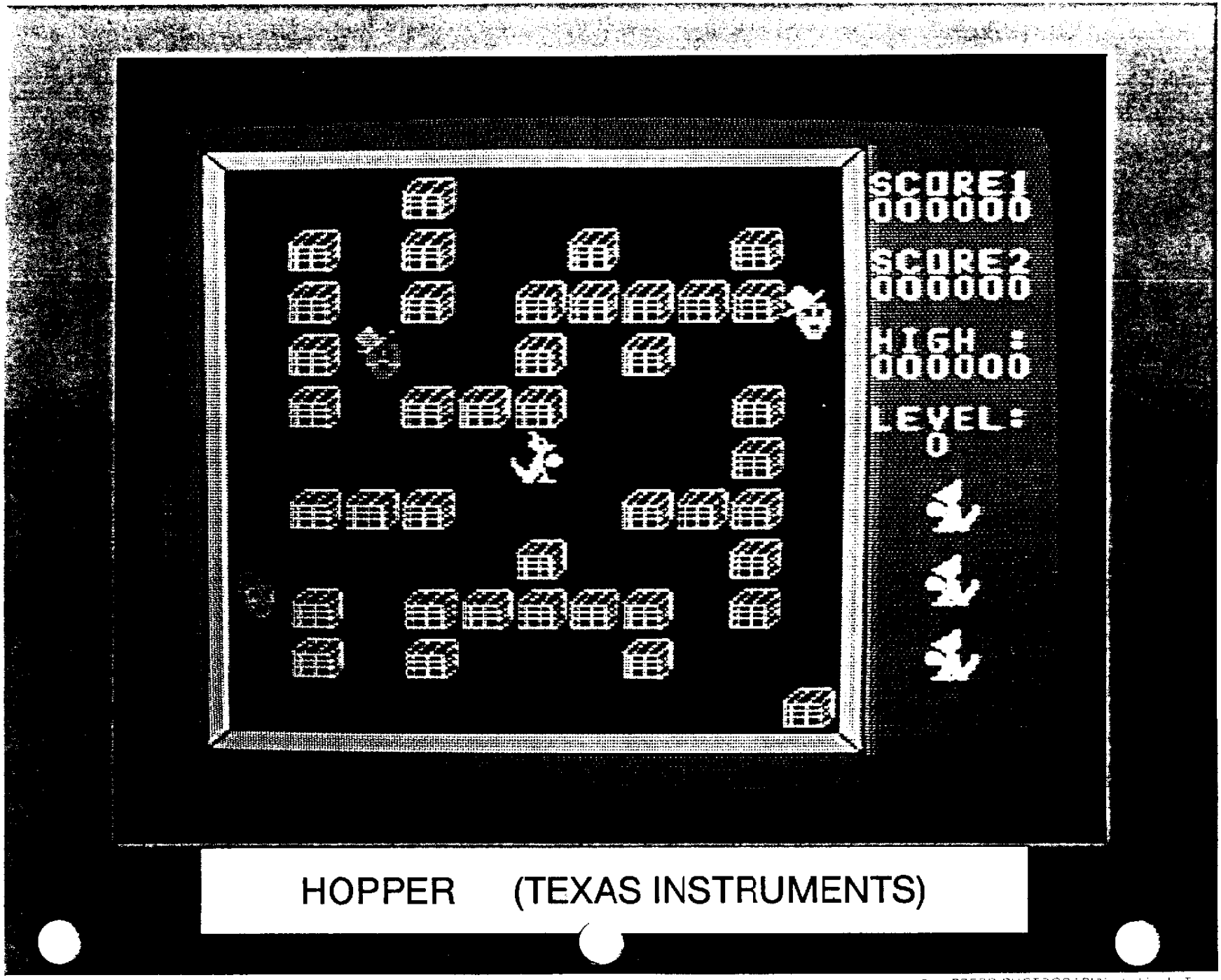
TREASURE ISLAND (DATA EAST)

CHILDRESS PHOTOGRAPH

SLYMOIDS (TEXAS INSTRUMENTS)

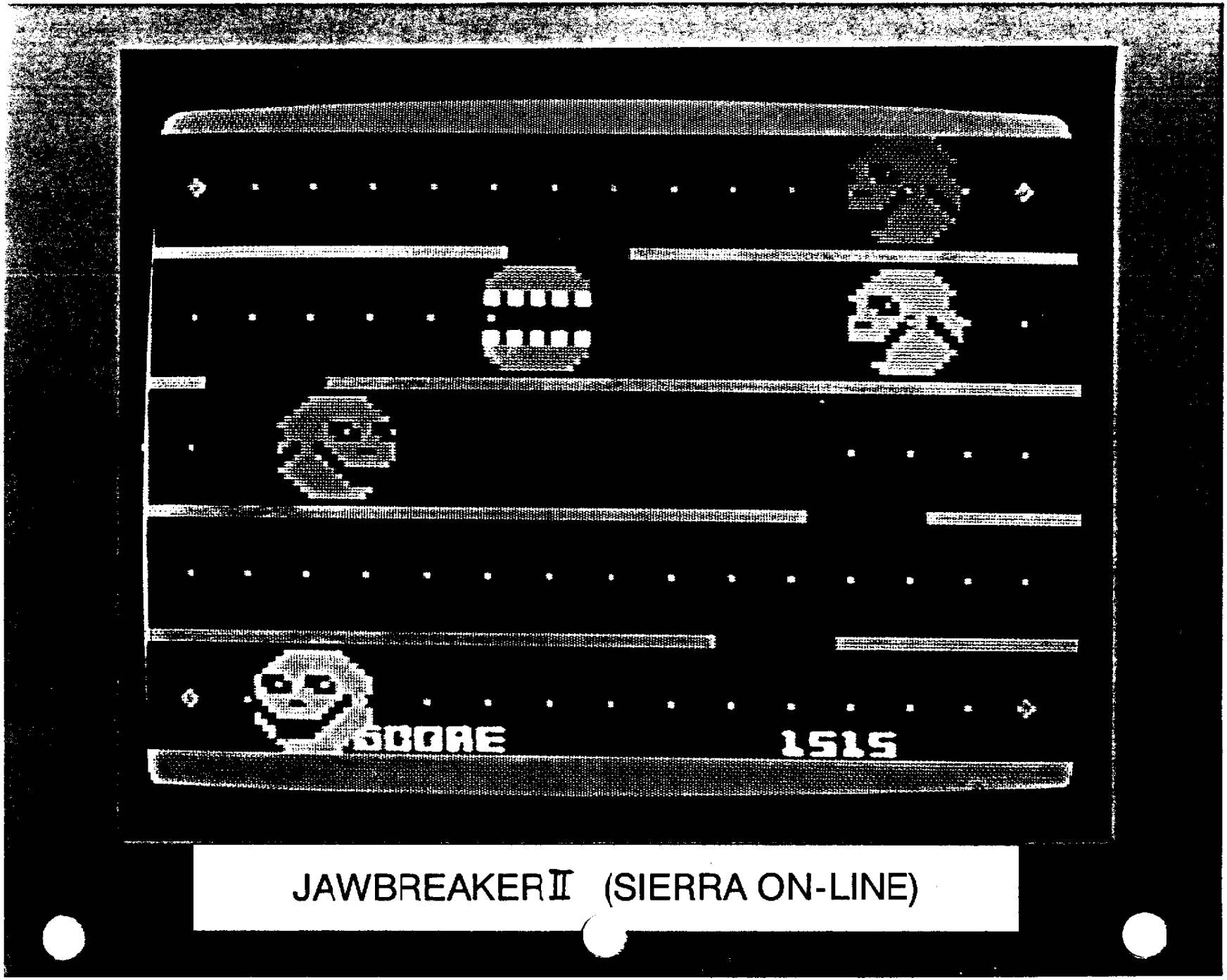


CHILDRESS PHOTOGRAPHY - Lubbock, Tx.



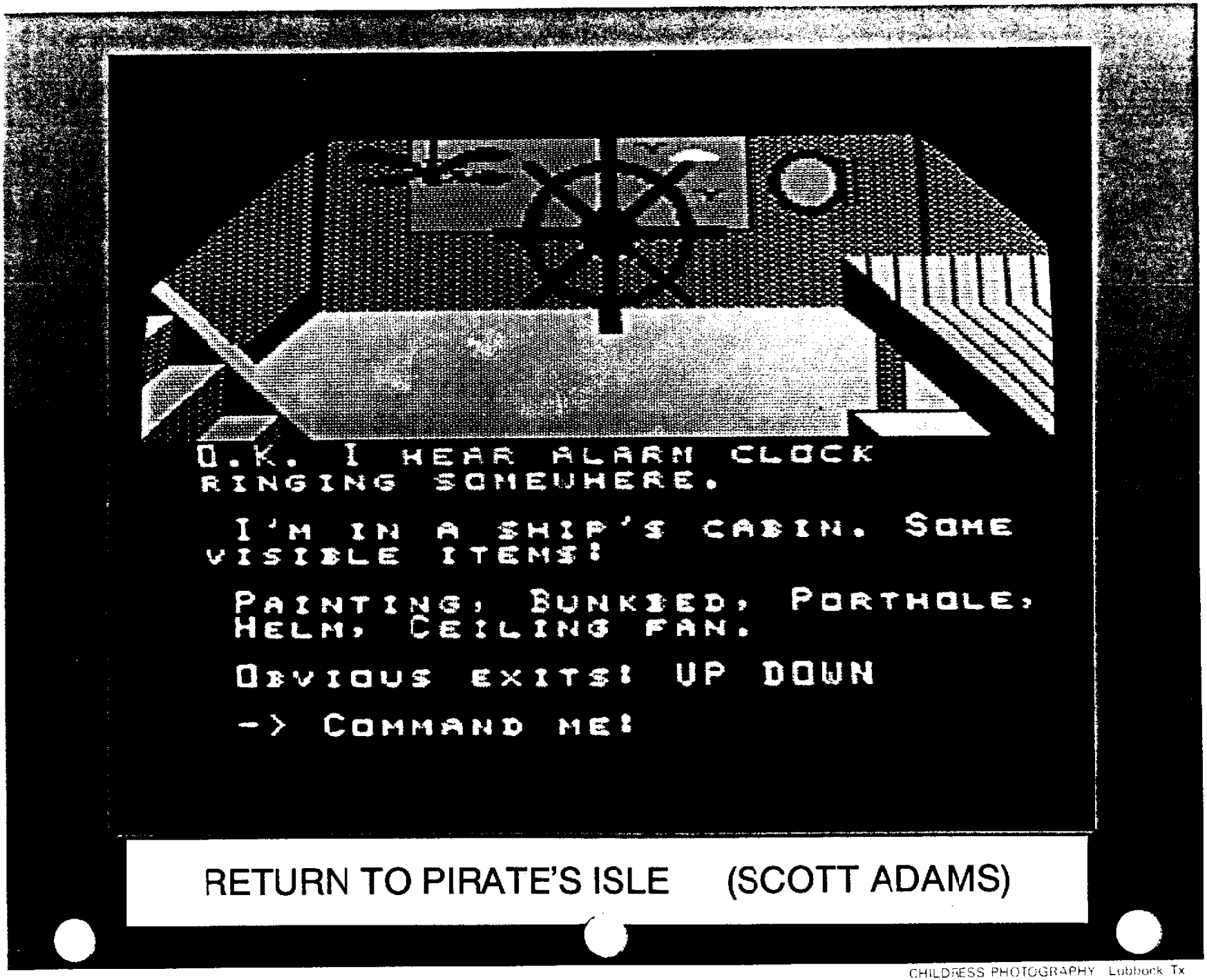
HOPPER (TEXAS INSTRUMENTS)

CHILDRESS PHOTOGRAPHY Lubbock, Tx



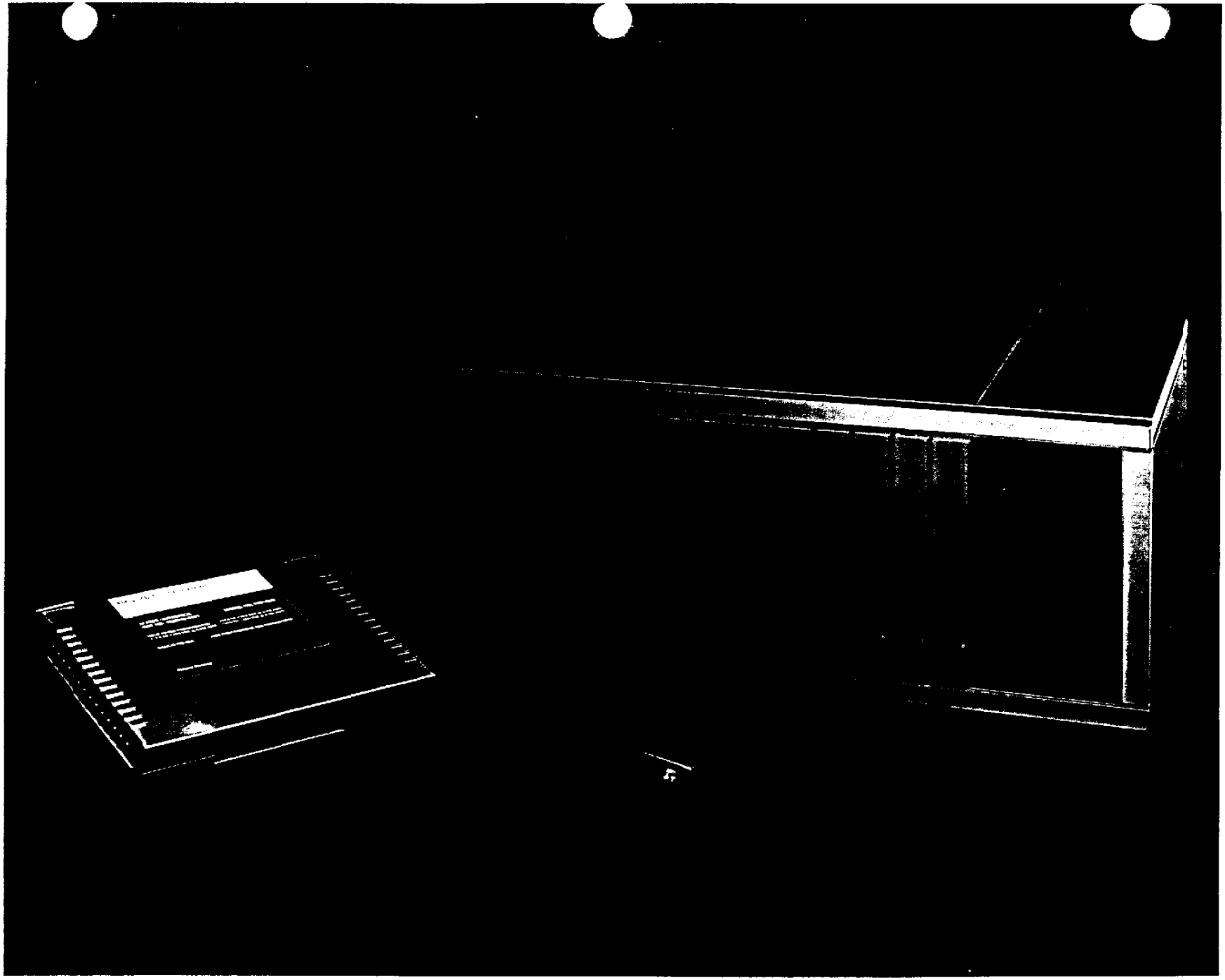
JAWBREAKER II (SIERRA ON-LINE)

CHILDRESS PHOTOGRAPHY - Lubbock, Tx.

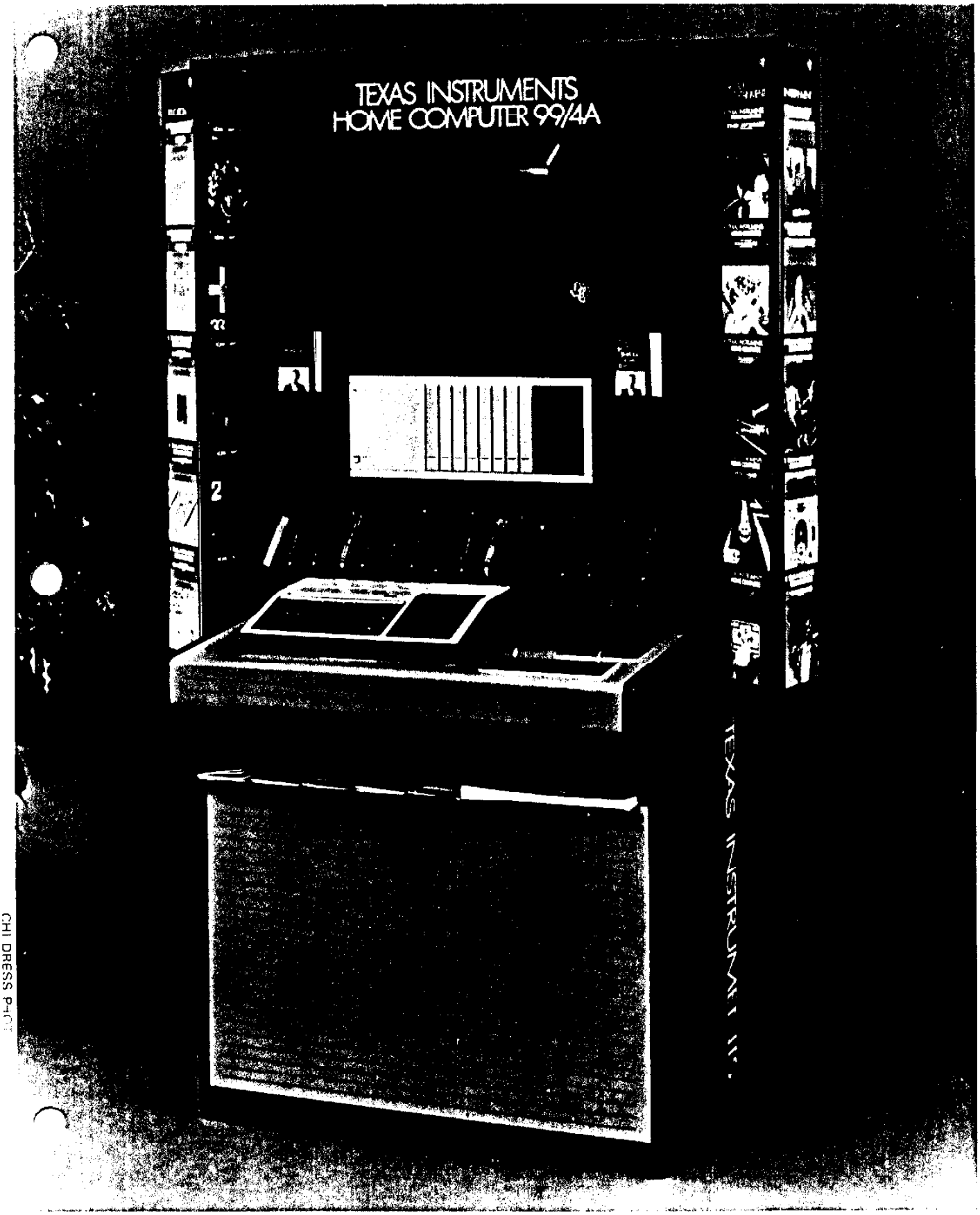

O.K. I HEAR ALARM CLOCK RINGING SOMEWHERE.
I'M IN A SHIP'S CABIN. SOME VISIBLE ITEMS:
PAINTING, BUNKBED, PORTHOLE, HELM, CEILING FAN.
OBVIOUS EXITS: UP DOWN
-> COMMAND ME:

RETURN TO PIRATE'S ISLE (SCOTT ADAMS)

CHILDRESS PHOTOGRAPHY Lubbock Tx



CHILDRESS PHOTOGRAPHY - Lubbock, Tx.



CHI DRESS P-

TEXAS INSTRUMENTS COMPUTER SOFTWARE
EDUCATION
INFORMATION MANAGEMENT
COMPUTER PROGRAMMING
TEXAS INSTRUMENTS